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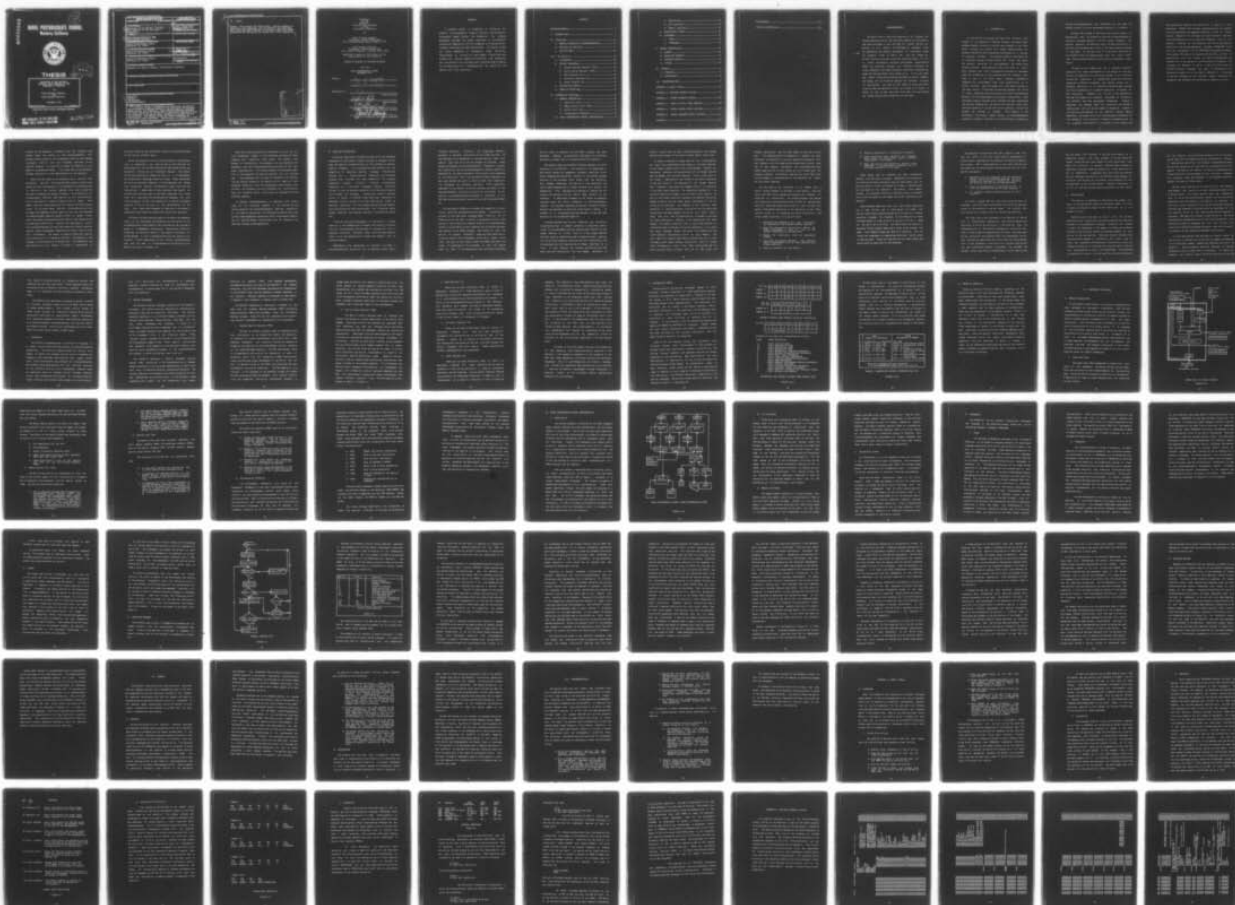
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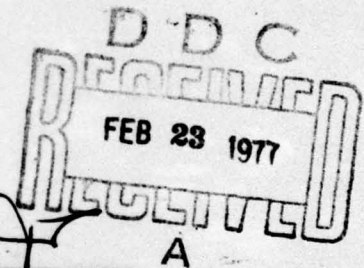


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NAVAL POSTGRADUATE SCHOOL ✓
Monterey, California



THESIS



EMULATION OF THE AN/UYK-7
TACTICAL DATA COMPUTER ON THE
BURROUGH'S D-MACHINE

by

Jerry Michael Haggerty
and
John Michael Hartling

December 1976

Thesis Advisor:

S. Jauregui

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Burrough's D-Machine

by

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Submitted in partial fulfillment of the
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ABSTRACT

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CONTENTS

ACKNOWLEDGEMENTS.....	8
I. INTRODUCTION.....	9
II. EMULATION.....	12
A. GENERAL CONCEPTS OF MICROPROGRAMMING.....	13
B. BUILDING AN EMULATOR.....	17
C. APPLICATIONS.....	24
III. THE AN/UYK-7.....	27
A. INTERRUPTS.....	28
B. CENTRAL PROCESSOR.....	29
1. Program Address Register (PAR).....	30
2. Active Status Register (ASR).....	31
3. Base Register (S).....	32
4. Arithmetic Register (A).....	32
5. Index Register (B).....	32
C. INSTRUCTION FORMAT.....	34
D. MODES OF OPERATION.....	37
IV. BURROUGH'S D-MACHINE.....	38
A. GENERAL DESCRIPTION.....	38
1. Logic Unit (LU).....	38
2. Memory Control Unit (MCU).....	42
3. Control Unit (CU).....	43
4. Microprogram (M-Memory).....	44
B. NAVAL POSTGRADUATE SCHOOL CONFIGURATION.....	47

1. Description.....	47
2. I/O Interface.....	49
3. Memory Interface.....	49
C. INSTRUCTION TIMING.....	50
D. LANGUAGES.....	51
1. ALGOL.....	51
2. TRANSLANG.....	52
V. PROJECT DESCRIPTION.....	54
A. LOADER.....	56
B. EMULATION PROGRAM.....	57
C. REGISTER MAPPING.....	67
D. TIMING.....	69
VI. SUMMARY.....	71
A. PROBLEMS.....	71
B. CONCLUSIONS.....	73
VII. RECOMMENDATIONS.....	75
APPENDIX A. USER'S MANUAL.....	78
APPENDIX B. EMULATOR PROGRAM LISTING.....	91
APPENDIX C. LOADER PROGRAM LISTING.....	139
APPENDIX D. SAMPLE AN/UYK-7 SORT PROGRAM.....	154
APPENDIX E. SAMPLE LOADER OUTPUT LISTING.....	157
APPENDIX F. SAMPLE DEBUGGER OUTPUT LISTING.....	161
GLOSSARY.....	167

BIBLIOGRAPHY.....175

INITIAL DISTRIBUTION.....178

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I. INTRODUCTION

In its effort to provide the Fleet with officers well versed in all aspects of Computer Science, the Naval Postgraduate School strives to furnish each student in the Computer Science Curriculum with ample opportunities for hands-on operation and programming experience on a variety of computer systems. The systems presently available for this purpose include the IBM 360/67, PDP 11/45, XDS 9300, and several varieties of microcomputers and stand alone graphic systems. Unfortunately, this wide range of available systems and their incorporated programming languages does not include any of the numerous tactical computer systems in use in the Fleet today; moreover, because of budgetary and procurement lead time constraints, it is highly unlikely that the school will have such a system in the near future. To provide the desired systems, the Chief of Naval Education and Training and the Naval Postgraduate School, with the assistance of Burrough's Corporation, have provided a medium through which students may gain experience and perform research on, not one or two Tactical Data Systems but potentially on any particular computer in which the student may express an interest. This medium is the Burrough's Interpreter Based System, a microprogrammable computer, hereafter referred to as the Burrough's D-Machine.

Through microprogramming, the D-Machine can be made to operate exactly like any designated computer of interest.

Through the process of Emulation the authors sought to demonstrate that the D-Machine could be microprogrammed to imitate a selected computer. As the target computer, the authors selected the AN/UYK-7 which is used extensively in Tactical Data Systems and is one of the more complex systems in use today. It was felt that if a realistic emulation of the AN/UYK-7 could be demonstrated, then any lower level, less sophisticated computer could also be successfully emulated.

The goal of this thesis was not a complete AN/UYK-7 emulation, but rather development of the design for the Emulation, and adoption of a sufficient subset of the AN/UYK-7 instruction repertoire to demonstrate exact and efficient execution of AN/UYK-7 programs. The design allows for a complete emulation of all AN/UYK-7 functions and provides for future expansion to a complete emulation including all IOC Functions. Chapters II, III and IV are designed to provide the reader with a general knowledge of Emulation, the AN/UYK-7 and the Burrough's D-Machine. Chapter V describes the methods used for imitating the AN/UYK-7 instructions and its various modes of operation. Chapter V also defines the mapping of the AN/UYK-7 Control Memory Registers and status bits into the Burrough's D-Machine for the purpose of this Emulation. Chapter VI presents some of the problems encountered in the course of this thesis, and

the conclusions drawn by the authors as a result of this Emulation. Chapter VII provides recommendations for expanding this Emulation and suggests possible follow on thesis topics. Appendix A is included as a User's Manual, and contains information on how to use the D-Machine, how to run AN/UYK-7 programs on the Emulator, and how to use special features of the microprogramming language TRANSLANG which were not documented in the TRANSLANG Programmer's Manual. The program listings of the Loader and Emulator, written in association with this thesis and used to demonstrate the feasibility of the design by running AN/UYK-7 Programs, are included as Appendix B and C. A sort routine written in AN/UYK-7 machine language, and used to demonstrate the Emulator's capability is provided in Appendix D. The output of the sort program and the optional Loader functions of assembler and debugger are presented as Appendix E and F.

II. EMULATION

Modern computer systems are generally composed of five basic units: input, output, memory, arithmetic/logic, and control. The instruction execution and communications among these units are usually well understood with the exception of the control unit which is, typically, understood only by the system engineer. The control unit generates the signals necessary for the information flow and timing of the system. In conventional computers this is done through the use of flip-flops (e.g. registers and counters) and gates designed in a relatively ad hoc manner. Microprogramming the control unit has been proposed as an orderly alternative to this ad hoc design procedure where the hardware of the control section is replaced by a "microprogram control" unit.

Microprogramming is therefore a technique for implementing the control function of a digital computer using programmable control signals stored in a separate, word-organized memory, called control store. If the control store were a programmable memory, then the system architecture could be modified to optimize processing of each task to be performed; moreover, it could be altered completely to resemble the architecture of another, entirely different machine. The microprogramming of the control store of a computer system to alter the basic architecture enabling one

machine (the host machine) to execute machine language programs intended for another machine (the target machine) is defined as Emulation.

The remainder of this chapter is divided into three sections: general information on microprogramming, construction of an emulator and applications of emulation.

A. GENERAL CONCEPTS OF MICROPROGRAMMING

Since the cost of software has become a major portion of the overall cost of computer systems today, more and more manufacturers and users are turning to microprogramming the control section of their computer to tailor the machine to individual applications, thereby making computer programming more efficient.

The main function of the control section is to specify the conditions under which sets of gates are to be opened. In conventional machines this can lead to a very complex, hardwired system, especially if the instruction set is extensive. A relatively simple field change, addition or alteration, may require a major modification of this complex system. This is not true in a computer that uses a microprogrammable control store. The complex hardwired structure is replaced by microinstructions stored in the control store, one microinstruction per word, which tell the system which arithmetic and logic operations to perform by specifying which gates to enable/disable. In this way,

control of the computer is removed from the hardware and placed under the control of the microprogrammer. This places a heavy burden on the programmer since he must become intimately familiar with the innermost workings of the machine; however, it allows him to model the machine to his specific programming needs. This gives the microprogrammer extreme flexibility in his applications on the computer.

There are two types of microinstructions: vertical and horizontal. Vertical microinstructions usually control one operation; and the address of the successor microinstruction is implicitly the current address plus one, unless the current microoperation causes a branch. In horizontally microprogrammed machines each control bit of a microinstruction is assigned to a specific gate or set of gates. This means that one microinstruction can control multiple operations. On the other hand, vertical microinstructions are divided into separate fields, each of which are then decoded to enable/disable specific gates or sets of gates; therefore, horizontal microinstructions require less decoding and provide more flexibility. However, the advantage of vertical microinstructions is that they generally require shorter control words considerably reducing the overall cost of control micromemory. The length of control words vary from 20 bits (vertical) to in excess of 120 bits (horizontal); the average microinstruction is 50-80 bits. The D-Machine, the host machine for this thesis, utilizes a combination of

vertical (Type II) and horizontal (Type I) microinstructions in the form of a 56-bit word.

Since the execution time of one horizontal microinstruction is essentially the same as that of one vertical microinstruction, the multiple operations performed during one horizontal instruction is a desirable feature. This parallelism can drastically reduce the size of a microprogram, and dramatically decrease execution times. These reductions can only be realized, however, if the programmer can recognize concurrent actions and optimally group them into one instruction. A great deal of work has been done toward including the efficient use of available resources into a compiler for a high-level microprogramming language, but with little success. Either the probability of making the determination is low, or the cost of the optimization is too high. Much additional research is required in the area of recognizing and combining potentially concurrent actions.

Different microinstructions specify different microoperations to be performed, and depending on the nature of the microoperations, some phase of one instruction may overlap a phase of a subsequent instruction. Instruction timing is, therefore, an important factor in the overall efficiency of microprograms in which microoperations are not mutually exclusive. A brief description of the timing considerations that must be made in microprogramming the Burrough's D-Machine is given in Chapter IV.

Many main-frame manufacturers hesitate to allow the novice programmer access to the innermost workings of their computer (e.g. registers, data paths, and gates). One method of prohibiting this access is to use read-only micromemory with the microprograms being provided by the computer manufacturer. This helps preserve the designed identity of the computer but does not provide for its optimum use. The programmer who is given the capability of modifying the logical design of the machine to his specific programming needs will find his programming tasks greatly simplified. For example, he could implement new instructions, such as floating point, which were not designed into the original machine.

In summary, microprogramming is becoming more widely used for the following reasons: 1) the flexibility and growth potential of microprogrammable machines (especially in the area of emulation), 2) increasing software costs and current semi-conductor technology favor microprogram design, and 3) user-oriented instructions can be designed into machines through microprogramming.

B. BUILDING AN EMULATOR

Emulation describes a process through which the hardware components of one machine (host) are made to "appear" to assume the specific characteristics of the hardware of another machine (target). This provides the host machine with the capability of executing machine language instructions written for the target machine. Simulation is a software process that provides the same capability for program execution; however, simulation involves interpretive execution by a high-level language program. Emulation differs in that an emulator performs its interpretive execution through the hardware. Simulations usually perform within a factor of 100-200 times real-time. Emulation is generally within a factor of 10, but often can be tuned to approach real-time. For this reason emulations are usually more cost-effective than simulations. The following paragraphs describe the process involved in building an emulator.

There are two major approaches to emulating a target machine: 1) the hardware and firmware (the physical realization of a microprogram) can be used in conjunction with a software simulator (software alone would be pure simulation), or 2) the hardware and firmware can execute with no software support.

Depending on the percentage of software utilized, a software-assisted emulation may be somewhat slower than a

firmware emulation. Typically, the programmer mentally develops a software simulation of the target machine. He then decides which sequences of instructions are most frequently used, and which are the hardest to simulate. These become candidates for microprogramming. Frequently a single new instruction can be microprogrammed to replace repetitive sequences of the same high-level instructions, thus speeding up the emulation. With this software-firmware approach the user must decide the point at which he must stop substituting microcode for software routines. This is generally dependent on the amount of control storage available, or the cost-performance criteria with which he is working. An example of a software-hardware approach to emulation is the IBM 7000 series emulators used with the IBM System/360 Model 65.

The Burrough's D-Machine provides the capability of emulation using the software-hardware method. A simulation is written in the high-level language ALGOL. ALGOL on the D-Machine allows the user to define a new operator which, when called in the simulation program, branches to a preprogrammed series of microinstructions; executes the microinstructions; and returns to the ALGOL program. This gives the user the ability to execute frequently used routines (such as instruction fetch) from micromemory which has a faster cycle time than that of main memory where the ALGOL simulator resides. An advantage to this approach is that the system does not have to be regenerated after different emulators

are run since, in essence, only an ALGOL program has been executed. However, as previously discussed, this software emulator is slower than a firmware-controlled emulator.

The authors used the hardware-firmware approach in their emulation of the AN/UYK-7. This method will be developed in more detail along with suggested hardware additions which could enhance the emulation. Control of the system resides entirely in the firmware, which means that the emulator, once loaded, dedicates the machine to that emulation, and native mode programs can no longer execute until system regeneration. This unproductive overhead of loading and re-loading the emulator and the native mode machine is one drawback. An additional drawback is the larger micromemory required since the entire emulation is microprogrammed. However, the emulator executes exclusively through firmware making this approach to emulation significantly faster. An example of a firmware-controlled emulator is the IBM 1401 emulator on the System/360 Model 30.

Although systems such as the D-Machine use horizontal microinstructions to enable parallel or concurrent operations, the microprogram can only perform one function of the target machine at a time. That is, if the target machine performs parallel operations such as executing one instruction while simultaneously fetching the next instruction, the microprogram can only emulate one of these functions at a time. It must execute the current instruction and then fetch the next instruction. For this reason, emulation is

usually slower than the real time performance of the target machine even though it may have a faster memory cycle time.

In order to emulate a target machine, the microprogrammer must first understand three areas: 1) the host machine, 2) the target machine and 3) the microlanguage. Second, the registers, counters, and accumulators of the target machine must be mapped into the host machine. This is often done in two steps - depending on the number of available registers in the host machine. The registers of the target machine most frequently used should be mapped directly to registers in the host where possible. The remaining registers of the emulated machine are mapped into the host's main memory. As many of the target machine's registers as possible should be mapped directly, so that fewer memory references will be required by the emulator. For example, if the emulator were executing a Load Accumulator instruction and the specified accumulator had been mapped into one of the host's registers, then only one microinstruction is needed to emulate the load instruction. However, if the accumulator had been mapped to a memory location, then it would take several microinstructions to emulate the entire operation - i.e. setup the store address, store the value to be loaded into the write register, and perform a write to main memory. Not only does this require additional instructions, but it also includes a main memory access, whose cycle time is slower than micromemory's cycle time. Some instructions may require two main memory cycles, such as an ADD where the

mapped accumulator must be read, added to and then written out. This demonstrates the necessity of mapping as many registers as possible to the host machine's hardware. Seldom, however, can this mapping be accomplished without some use of main memory; therefore, the microprogrammer must select some portion of main memory as a privileged area for register mapping. The authors reserved the first 1024 words of main memory in the emulation of the AN/UYK-7, for register and buffer mapping.

The next step in the emulation is to assume that a user's object program is resident in main memory. The emulator must then fetch, decode and execute the program, instruction by instruction. The microprogrammer must decide which emulation functions should be written as subroutines, and which functions should be written in line. The most frequently referenced subroutine in any emulation is the fetch routine since it is executed for every instruction. The normal steps involved in this routine are:

1. Determine the address of the next instruction as indicated by the program address register.
2. Read the instruction from the main memory address calculated in step 1. This is the current instruction to be emulated.
3. Decode the instruction into its designator fields.
4. Calculate the operand address. (The AN/UYK-7 uses a displacement plus an index register plus a base register).
5. Read the operand from main memory.

6. Perform indirection if allowed and indicated.
7. Some instruction sets, AN/UYK-7 for example, allow whole or half-words. Check if current instruction is half-word.
8. Some instruction sets operate on partial word operands. If so determine if quarter, half or full-word operand is to be used.

These steps must be executed for each instruction fetched from the user's program. Depending on the particular instruction being emulated, some of these steps may be omitted (step 8 is only performed for Format I instructions) but the majority are generally applicable. This demonstrates the overhead involved in emulation prior to branching to the microroutine that does the actual instruction execution.

Some hardware additions that can facilitate emulation are a fast shifter and a field select unit (FSU). The shifter simplifies variable-length byte extraction, a common emulation process. For instance, in the D-Machine it takes the same amount of time to shift a word by 1 bit as it does for any shift up to 31 bits. The FSU allows the testing of selected fields without requiring a cycle to go through the adder (the D-Machine does not have this feature). This relieves the programmer of masking and shifting fields prior to testing them. These two features are the most common and cost-effective additions to the hardware.

One approach to emulation that has recently come into use, but which is not that widely used or understood, involves using a combination of hardware, software and operating system. IBM is experimenting in this area, and has established the following design characteristics for the System/370 emulators:

1. Emulators must be integrated with the operating system and run as a problem program. This eliminates the overhead of loading and reloading the emulator and the native mode machines.
2. Allow multiprogramming of emulators as well as a mix of emulators and native mode programs.
3. All programs including emulators must be interruptible.

With such a system IBM felt they could give the user an improved, more efficient environment from which to operate, either in the emulator or native mode. The authors feel this should be a primary field for future applications.

The final item to be discussed in the Section is emulation of Input/Output operations. Most sources agree that emulation of I/O is as difficult, if not more so, than the implementation of the central processor's instruction set. This is true primarily because once the basic routines needed for instruction and operand fetch are programmed, the actual instruction executions are fairly easy to microprogram. This is not necessarily true with I/O - buffers must be set up; data conversion possibly performed; and perhaps the hardest point, emulating circumstances in which results are

not yet known. For instance, if the I/O is to search for a specified record, then what happens if the key cannot be found? There are many such checks or error conditions that make I/O difficult to emulate. Another major problem is emulating interrupt handling during I/O. Since emulation of I/O is essentially a separate topic and since the authors did not implement emulation of the AN/UYK-7 Input/Output instruction set as part of the thesis, I/O emulation will not be described in any further detail. However, references 5, 12, 15, 21, and 22 provide excellent material on this topic.

C. APPLICATIONS

This section is designed to familiarize the reader with some of the applicable areas for emulation usage. It is by no means an exhaustive study of this topic, nor is it intended to be so.

Emulation was first used in, and is still the primary application for, converting from second generation computing systems to third generation systems. Normally, the process is costly and dangerous in the aspect of converting programs running on the existing system to programs capable of executing on the new machine. There are several methods other than emulation capable of performing this task, none of which are completely satisfactory: simulation is slow; automated translation is unproven; and instruction by instruction reprogramming is costly and cumbersome. The advantage of emulation is that if the old machine could be emulated on

the new machine allowing direct execution of all old programs, then the old programs could be converted at leisure, if desired and justified. For example, reprogramming might not be cost effective or justified for a program with an expected life span of six months. In such circumstances continued emulation of the program is the solution. However, the situation might be different if the program had an expected life span of three years.

Another major application for emulation is the design, development, and testing of a newly conceived system on an existing system. The target machine does not necessarily have to be an existing computer system, and the user could experiment with the design of any machine he desires. In this way a richer instruction set can be achieved; moreover, software and diagnostic routines could be developed for the new machine prior to the machine even being produced or marketed. IBM used this method to some extent by emulating System/370 on System/360 prior to building System/370. This application tends to decrease the time from initial construction to marketing because software, such as the operating system, can be tested and debugged concurrently.

A third application, and one seen as a major trend for the future, is the ability of the user to adapt the computer to his individual needs. Modern-day computers are built as powerful, general-purpose machines designed to operate effectively over a large field of problems. In doing so, however, the machine cannot optimize execution of any one

particular application. Emulation gives the user this ability. The user can either operate from an existing emulator, or he can tune the emulator to his individual application through microprogramming. One user may want a machine oriented toward string operations, while another user may be doing extensive scientific calculations. If each user could execute from a separate emulator tuned to his individual application, then each would be more efficient and productive. In addition the computer would probably be easier for the user to program. This is the area where multiprogramming of emulators is projected to be of the most use.

There are several other areas of emulation usage which were not discussed; such as the academic environment for research purposes (the reason for this thesis), and tuning of existing software. However, as previously stated, this section was designed only to give the reader a flavor of the possible uses of emulation and perhaps stimulate his own ideas for possible applications. For additional and more detailed material see references 2, 15 through 18, and 20 through 24.

III. THE AN/UYK-7

This chapter is intended to introduce the reader to those operational characteristics and capabilities of the AN/UYK-7 computer most pertinent to the Emulation. This will assist the reader in understanding the design and mappings used in this Emulation and presented in subsequent chapters. This chapter is not intended to be a technical manual and should not be used for that purpose. The reader should consult references 26 and 27 for more detailed information.

The AN/UYK-7 is a highly reliable, ruggedized, multiprocessor system designed and manufactured by the Univac Division of Sperry Rand Corporation. Built to military specifications (MIL-E-16400), it is utilized extensively throughout the United States Navy in Tactical Data Processing applications [26]. Rapid data transfer rates are provided during communications between external devices, internal random-access memory, and the central processor. The system is capable of average command execution times of 1.5 microseconds, and an input data transfer rate of over one million 32-bit words per second. The AN/UYK-7 maintains two completely separate sets of index, arithmetic and relative address (Base) registers, for use during Task and Executive states. In addition, a set of 18 privileged instructions

with special characteristics for executive control are reserved for the Interrupt State. These features along with the parallelism of AN/UYK-7 field and register references, make it an extremely difficult system to emulate in real-time.

The AN/UYK-7 was designed to operate as either a single or multiple processor system with up to 256K, 32-bit words of random access memory. This allows on-line access to 1024K bytes through an instruction feature which permits whole-word, half-word, or quarter-word memory references. This Emulation assumed an AN/UYK-7 configuration consisting of a single processor, monoprogramming, with one 64K, 32-bit word memory module. Partial word references were fully emulated providing random access to 256K bytes.

A. INTERRUPTS

The AN/UYK-7 processes data in real-time in response to a highly prioritized interrupt system with decision-making properties. This priority system allows the central processor to select that program routine which is necessary to respond to the interrupt requiring the most urgent attention. Since the Emulator was designed for a monoprogramming environment using asynchronous I/O, the interrupt features of the AN/UYK-7 were not fully implemented. Several types of interrupts, such as Program Faults (Illegal Instructions), were implemented and tested. All interrupt handling flags, lockouts and registers were mapped into the Emulator.

This will facilitate full implementation of interrupt features - should a decision be made to incorporate multiprogramming or synchronous I/O in the course of expansion to a full Emulation.

B. CENTRAL PROCESSOR

The AN/UYK-7 central processor contains all the control, arithmetic and timing circuitry required for processing alphanumeric data and for executive functions. The central processor operates in two different modes or states: the Interrupt State executes executive-type functions, and the Task State processes user programs. A group of 16 privileged instructions and a separate set of arithmetic, index and base registers are reserved for the exclusive use of the processor while in the Interrupt State. These features greatly enhance the AN/UYK-7's multiprocessing and multiprogramming capabilities. These special instructions and registers were mapped into the Emulator; however, they were not fully implemented because of the monoprogramming environment in which the Emulator was to be run.

The AN/UYK-7 maintains a central processor control memory (CMR) consisting of 82 integrated-circuit, random-access registers of varying sizes appropriate to their function (e.g. A-registers 32-bits, B-registers 20-bits). The various registers are grouped into stacks according to their use, addressing, and relative size. In the Emulator, these registers were mapped into the D-Machine's main memory

starting at address 0000, with address assignments corresponding exactly to that of the AN/UYK-7. The notable exception was that CMR addresses designated as "Unassigned" in the AN/UYK-7 were used as temporary storage registers in the Emulator. Register mapping is discussed in more detail in Chapter V and presented in tabular form in Figure V-2.

The AN/UYK-7 registers of particular interest to the user are: the Program Address Register (PAR); the Active Status Register (ASR); and the Base, Index and Arithmetic Register groups. These are the only registers which are either directly addressable or accessible to the programmer.

1. Program Address Register (PAR)

The PAR is a 20-bit register used for addressing the next instruction to be fetched from memory for execution. It consists of a 16-bit displacement value and a 3-bit Base Register reference. The effective instruction address is formed by the addition of the displacement and the contents of the selected Base register. The PAR displacement value is incremented by one word at the completion of each instruction cycle with the exception of JUMP instructions. These instructions cause replacement of the PAR by the "s" and "y" operand fields of the JUMP, thus providing for out-of-sequence instruction execution. The PAR mapping in the Emulator is not composed of two separate fields, but rather as the calculated effective address. This greatly simplifies and expedites instruction references; however, it

causes some difficulty with specific instructions which require access to the two separate fields of the PAR. When encountered, this problem was overcome by dividing the PAR value by 8K. Since the Base registers were preinitialized in 8K increments, starting at 1024, the results of the division yielded a quotient equivalent to the Base register assignment, and a remainder equal to the displacement.

2. Active Status Register (ASR)

The ASR is a 23-bit register used to indicate and control the status of various operations in the central processor. Individual bits of the register are assigned special functions, and when set indicate that a particular status exists and that the processor should be controlled accordingly. Individual bits are set/cleared as the result of either an instruction execution or direct processor intervention. The bits of particular interest to the programmer are the arithmetic bits (equal, greater than or equal, overflow, and limits) which are set as the result of arithmetic functions, and may be interrogated by specific instructions, such as conditional jumps. Based on the condition of the bit tested these conditional instructions may cause a change in the program sequence. In the Emulator the ASR bits most frequently referenced by the programmer are mapped into a D-Machine internal register together with the PAR. This considerably reduces main memory references, and reduces Emulator execution time. The ASR mapping is discussed in detail in Chapter V.

3. Base Register (S)

There are two sets (Interrupt, Task) of 18-bit S-Registers, numbered 0-7. These registers, used in final Y-Operand and instruction address calculations, are necessary in a multiprogramming and multiprocessing environment. In spite of the monoprogramming environment of the Emulator, the registers were mapped and used as designed; however, they were preinitialized by the Loader at 8K boundaries starting at address 1024. This provided the Emulator access to 64K of main memory in increments of 8K pages.

4. Arithmetic Register (A)

There are two sets (Interrupt, Task) of 32-bit A-Registers, numbered 0-7. They are used extensively throughout the instruction set to hold one or more of the operand - inputs to, or results of arithmetic functions. The A-Registers also serve as the main interface between the central processor and main memory. These registers are directly addressable by the programmer.

5. Index Register (B)

There are two sets (Interrupt, Task) of 20-bit B-Registers, numbered 1-7. These registers can be used as counters, or they can be employed in a special addressing technique called Indexing. During normal Y-Operand address calculations, the designated B-Register is added to the y-displacement and a specific S-Register to form an effective

address. This address is then considered to have been indexed by the B-Register value. Indexing provides the programmer with the option of sequentially referencing memory by merely incrementing the index during each pass through a loop. Reference to any B-Register other than B(0) implies that indexing is to take place during the Y-Operand address calculation. A reference to B(0) is treated as an index of zero since B(0) is not a valid register. In the Emulator, the contents of B(0) is always zero, and references to B(0) are conveniently treated the same as references to B(1) thru B(7). In the AN/UYK-7, the B-Registers have the same internal structure as the PAR; that is, they consist of two fields (a Base register, and a displacement). In the Emulator, B-Registers are treated as consisting of one field which can be separated into its two respective fields by division by 8K, as previously described in the PAR discussion.

In order to minimize access time and field decoding, all CMR registers were treated as 32-bit registers in the Emulator. This caused no problems with the exception of the PAR and Index Registers, which were resolved as previously discussed. The A, S, and B-Registers are directly addressable through the Load/Store CMR Instructions of the AN/UYK-7. They are incidentally addressable through references in specific fields of the different Format instructions reserved for that purpose.

C. INSTRUCTION FORMAT

Instructions of the central processor appear in five different formats according to their operational characteristics, as presented in Figure III-1. Formats I, II, and III occupy a full, 32-bit computer word; Formats IV-A and IV-B each occupy a half computer word. Two half-word instructions can be stored in one memory location. When a half-word instruction in the upper half of the computer word is executed, the processor sets bit 15 of the ASR; if a whole-word or lower half-word is executed the bit is cleared. In the Emulator, this bit determines whether the subroutine IFETCH or HALFFETCH is executed. IFETCH reads the next 32-bit instruction from memory. HALFFETCH shifts the lower half-word of the current instruction into the upper halfword position for execution.

Each of the five formats divide the instruction into different fields. Each field except "y" (the constant or address field) has a particular function in controlling the various internal enables and commands required for proper execution of the instruction. Some fields define the use, modification or application of the y-field to secure the desired operand; others select an accumulator, index, or base register; others select an IOC, define a sub-function code, or combine to form a special interpretation defined by the instruction. The AN/UYK-7 maintains a repertoire of 132 central processor instructions whose specific functions are defined in detail in reference 26.

Bit No.	31--26	25-23	22-20	19-17	16	15-13	12---0
FORMAT I	f	a	k	b	i	s	y
FORMAT II	f	a	f2	b	i	s	y
FORMAT III	f	a	f3/k	b	i	s	y

Bit No.	31--26	25-23	22-20	19-17	16
Bit No.	15--10	9-7	6-4	3-1	0
FORMAT IV A	f	a	f4	b	i
FORMAT IV B	f	a	m		

INDIRECT CONTROL WORD FORMATS (Indirect Addressing)

Bit No.	31-30	29-25	24-20	19-17	16	15-13	12---0
	c	w	p	b	i	s	y
	c	c1	unused	b	i	d	

Elements of the word are interpreted as follows:

FIELD	BASIC DEFINITION
f	6-bit function code
f2	3-bit subfunction code
f3	2-bit subfunction code
f4	3-bit subfunction code
a	3-bit accumulator register designator
k	3-bit operand interpretation designator
m	6-bit shift count designator
b	3-bit index register designator
i	1-bit indirect addressing designator
s	3-bit base designator
y	13-bit address displacement/operand designator
c	2-bit control designator
c1	1-bit indirect subfunction designator
w	6-bit character length designator
p	5-bit position indicator for character length
d	16-bit address displacement

INSTRUCTION AND INDIRECT ADDRESS WORD FORMATS [27]

FIGURE III-1

Of particular note to the reader is the K-Field of the Format I instructions. The value of K designates whether the operand to be fetched/stored is a whole, half, or quarter-word operand, as depicted in Figure III-2. If the value of K implies a partial-word operation, then it also determines which portion of the 32-bit word is to be accessed. That is, a K-value designating a quarter-word (byte) transfer can also specify that the byte is located in the upper, lower, or one of the intermediate two bytes of the 4-byte, 32-bit operand. It is this function that makes the AN/UYK-7 an extremely powerful word processing machine. This function was fully implemented and tested in the Emulator.

K	READ MEMORY to ARITHMETIC	STORE ARITHMETIC to MEMORY
0	sy(SE)+B(b) -> A15-0(SE)	NOT USED
1	Y15-0 -> A15-0 (SE)	A15-0 -> Y15-0; Y31-16 unchg
2	Y31-16 -> A15-0 (SE)	A15-0 -> Y31-16; Y15-0 unchg
3	Y31-0 -> A31-0	A31-0 -> Y31-0
4	Y7-0 -> A7-0 (ZE)	A7-0 -> Y7-0; Y31-8 unchg
5	Y15-8 -> A7-0 (ZE)	A7-0 -> Y15-8; Y31-16 unchg Y7-0 unchg
6	Y23-16 -> A7-0 (ZE)	A7-0 -> Y23-16; Y31-24 unchg Y15-0 unchg
7	Y31-24 -> A7-0 (ZE)	A7-0 -> Y31-24; Y23-0 unchg
SE--sign extended; ZE--zero extended A is the ACCUMULATOR specified by the a-field		

FORMAT I INSTRUCTION K-FIELD INTERPRETATION [27]

FIGURE III-2

D. MODES OF OPERATION

There are several different modes of operation of the AN/UYK-7; most of them are concerned with different addressing techniques. Specifically, they are: normal mode, index mode, repeat mode, and indirection. In the normal mode, the Y-Operand address is calculated as the sum of: the y-offset, a base register and an index register, or $Y = y + B(b) + S(s)$. There are two exceptions to this general formula. First, if the K-field of Format I instructions is a zero then $Y = sy + B(b)$, where "sy" is the concatenation of the s-field and y-field of the instruction. Second, for all instructions regardless of Format, if the B-field is zero then the B(b) value used in calculating the Y-Operand address is always zero. There are several additional addressing techniques employed during the repeat and indirect modes of operation. They are described in detail in Chapter V. These ad hoc addressing techniques employed by the AN/UYK-7 greatly enhance its capabilities but were extremely difficult functions to emulate.

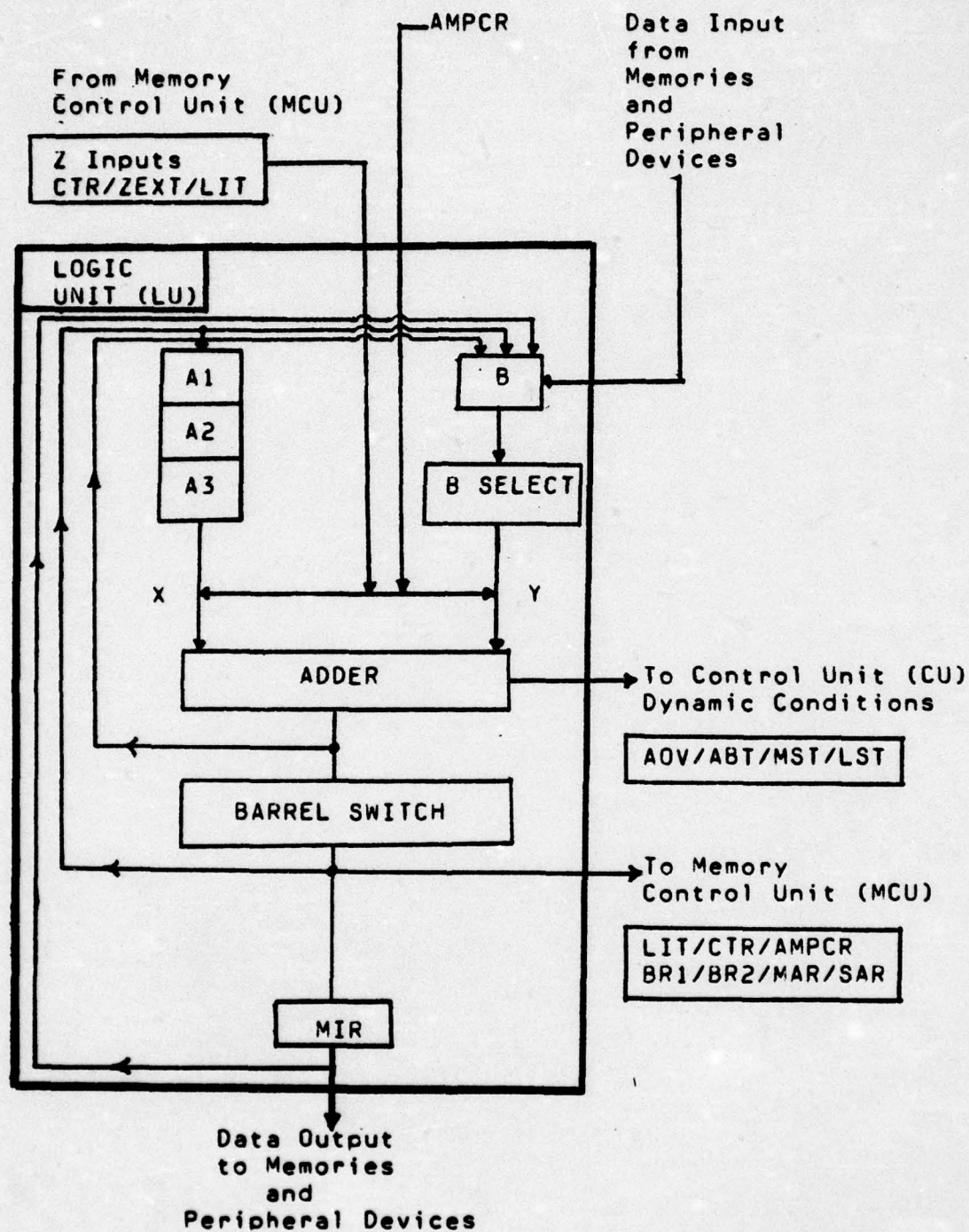
IV. BURROUGH'S D-MACHINE

A. GENERAL DESCRIPTION

An Interpreter Based System is a digital processing concept developed by Burrough's Corporation, that utilizes hardware building blocks which can be tailored through microprogramming to perform as a variety of general purpose or special purpose general processors [7, 8, 24]. The basic Interpreter, also referred to as the D-Machine, is the primary building block of this unique system. It is composed of five functional modules each of which can be modified to manipulate an 8 to 64-bit word format in increments of 8 bits. In the Naval Postgraduate School configuration, two of these modules, the Nanomemory and the Micromemory, are combined into one. The register sizes given in the following descriptions of the modules are specific to this configuration which is a 32-bit D-Machine.

1. Logic Unit (LU)

The Logic Unit (LU), presented in Figure IV-1, contains all the registers, the Barrel Switch and the Adder which are available to the microprogrammer for manipulating data fields during the process of emulating an instruction. A description of each of these registers and its functions follows [8,24].



LOGIC UNIT (LU) BLOCK DIAGRAM

FIGURE IV-1

The 32-bit registers A1, A2, and A3 are functionally identical. They temporarily store data within the Interpreter and serve as the primary (X) input to the adder. Any A-Register can be designated as a destination for the output from the Barrel Switch.

The 32-bit B-Register is the primary external input interface (from the Switch Interlock). It also serves as the secondary (Y) input to the Adder, and can receive the output of the Adder, in addition to the Barrel Switch which is the normal source for the results of arithmetic calculations. The B-Register can be the destination of any of the following during execution of any one microinstruction:

- a. The Barrel Switch output.
- b. The Adder output.
- c. The external data from the Switch Interlock.
- d. The Memory Information Register (MIR).
- e. The carry complements of four-bit or eight-bit groups.
- f. The Barrel Switch output ORed with b, c, or d above.

The output of the B-Register has true/complement selection gates which are controlled in three separate sections: the most significant bit (MSB), the least significant bit (LSB), and all the remaining internal bits. Each of these parts is controlled independently, and may be either all one's, all zero's, the true contents or the one's complement of the respective bits of the B-Register.

The 32-bit Memory Information Register (MIR) buffers the information which is to be written to main system S-Memory, or to a peripheral device. It is loaded from the Barrel Switch output and its output is directed either to the Switch Interlock or the B-Register.

The 32-bit Adder in the LU is a modified version of a straightforward carry look-ahead adder. Inputs to the Adder are from selection gates which allow various combinations of the A, B, and Z inputs. The A input is from the A-Register output selection gates and the B input is from the B-Register true/complement selection gates. The Z input is an external input to the LU and can be:

- a. The output of the counter in the Memory Control Unit (MCU) into the most significant eight bits with all other bits being zeros.
- b. The output of the literal register in the MCU into the least significant eight bits with all other bits being zeros.
- c. An optional input into the middle bits with the most and least significant bytes being zeros.
- d. All zeros.

There are always two inputs to the Adder referred to as the X-input and Y-input. An X-input may have A, Z, or zero as its source. A Y-input may have B, Z, or one as its source. An unspecified X-input is always assumed to be zero. Using various combinations of the possible inputs to the selection gates, any two of the three (A, B, or Z) inputs can be added together, or can be added together with an

additional one added to the least significant bit. In addition, all binary Boolean operations can be performed between any two inputs.

The 32-bit Barrel Switch is a matrix of gates that shifts a parallel input data word from the Adder, any number of places to the left or right, either end-off or end-around. The output of the Barrel Switch may be gated to one or more of the following simultaneously:

- a. The A-Registers (A1, A2, A3).
- b. The B-Register.
- c. Memory Information Register (MIR).
- d. Least significant 16 bits of MCU registers (BR1, BR2, MAR, AMPCR, CTR).
- e. Least significant 5 bits to the Control Unit (CU) for the shift amount register (SAR).

2. Memory Control Unit (MCU)

One MCU is required for an Interpreter to have access to 64K of main memory [8, 24]. The addition of a second MCU is possible, thus expanding on-line memory access to 128K. The MCU has three major sections:

- a. The microprogram address section contains a microprogram count register (MPCR), the 12-bit alternate microprogram count register (AMPCR), the incrementer, the microprogram address controls register, and their associated control logic. This section is used to address the Microprogram Memory (MPM) for the sequencing of microinstructions. The AMPCR contents may be used as a Y-input to the Adder.

- b. The memory/device address section contains the 8-bit memory address register (MAR), the two 16-bit base registers BR1 and BR2, the output selection gates, and their associated control logic.
- c. The Z register section contains registers which are the Z inputs to the LU Adder: a loadable counter (CTR), the literal register (LIT), selection gates for the loadable counter and their associated control logic.

3. Control Unit (CU)

The Control Unit (CU) has five major sections: the shift amount register (SAR), the condition register (COND), part of the control register (CR), the MPM content decoder and the clock control [8, 24].

The functions of the SAR and its associated logic are:

- a. To load shift amounts into the SAR for use in (0 to 32-bit) shifting operations.
- b. To generate the required controls for the Barrel Switch to perform the shift operation indicated by the current microinstruction.
- c. To generate the "word length complement" of the SAR contents, where the "complement" is defined as the amount that will restore the bits of a word to their original position after an end-around shift of N followed by an end-around shift by the "complement" of N.

The control register (CR) is a 56-bit register that stores all those control signals from the current microinstruction which are not used in phase I. The CR is divided into the phase III controls and the MPAD controls.

The condition register (COND) section of the CU performs four major functions:

- a. Stores 12 resettable condition bits in the condition register. The 12 bits of the condition register are used as interrupts, error indicators, status indicators, and lockout indicators.
- b. Selects 1 of 16 condition bits; 12 from the condition register and 4 dynamically generated during the present clock time in the Logic Unit for use in performing conditional operations.
- c. Decodes bits from memory for resetting, setting or requesting the setting of certain bits in the condition register.
- d. Resolves priority among Interpreters in the setting of global condition (GC) bits which provide a facility for inter-Interpreter lockout control.

4. Microprogram (M-Memory)

The Micromemory (M-Memory), also known as the Nanomemory (N-Memory) in the Naval Postgraduate School configuration, is a programmable control store memory which contains the user supplied microprograms in the form of microinstructions. Each microinstruction consists of a 56-bit nanoinstruction and provides the gating for functioning of the previously discussed LU, MCU, and CU modules. Micromemory consists of two 4K, 56-bit, modules allowing the

programmer access to approximately 8K of control store. The sequencing of microprogram instructions is controlled by the following procedure: the Nanomemory provides information to the condition testing logic indicating which condition is to be tested. The condition testing logic provides a TRUE/FALSE signal to the successor logic which selects between the three TRUE and three FALSE successor bits. These three successor bits provide eight possible successor command combinations which are listed below with their associated interpretations:

- | | |
|---------|------------------------------------------|
| a. WAIT | Repeat the current instruction |
| b. STEP | Step to the next Instruction |
| c. SKIP | Skip the next instruction |
| d. JUMP | Jump to address in AMPCR |
| e. RETN | Return from a micro subroutine |
| f. CALL | Call a micro subroutine |
| g. SAVE | Save the address of the head of a loop. |
| h. EXEC | Execute one instruction out of sequence. |

The particular successor command specified then provides the controls needed in the selection (MPCR/AMPCR) and incrementing logic to generate the next MPM address. Except for the EXEC command the MPCR is loaded with the MPM address.

For a more thorough description and discussion of these five modules, reference 10 provides an outstanding

diagrammatic breakdown of the Interpreter's internal hardware configuration and operation. Reference 7 discusses the interface of various Interpreter, peripheral, and memory configurations that have been tested by the Advance Development Organization of Burrough's Defense Space and Special Systems Group.

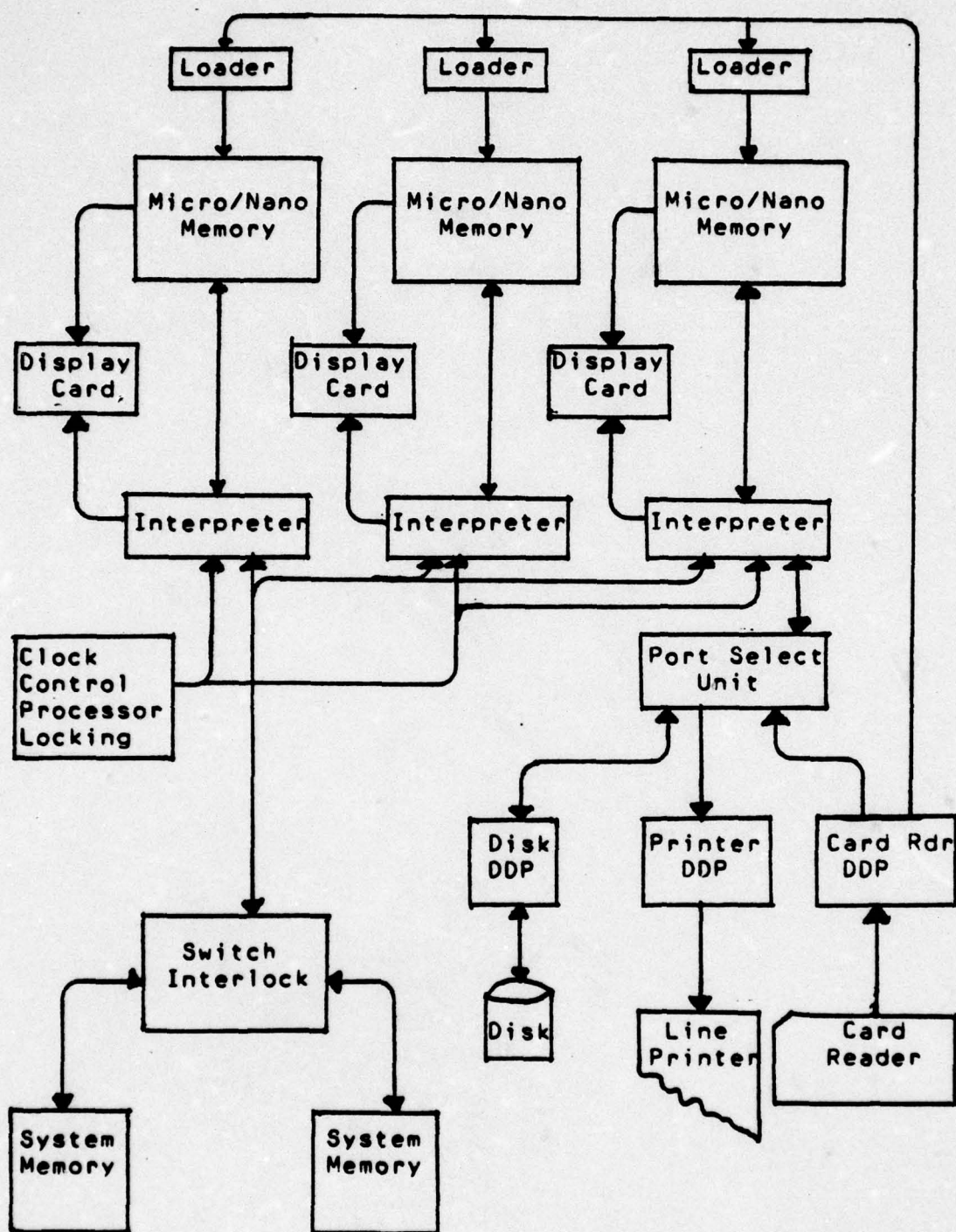
In general, there are three data processing functions to which the Interpreter may be applied: emulation of existing or hypothetical machines; direct execution of high level languages; and problem solution through microprogram "tuning" of the machine to the problem. The initial goal for the installation at the Naval Postgraduate School is emulation of existing machines such as the AN/UYK-7, with further expansion and development as a teaching tool in the areas of operating systems, file management, compiler writing, and emulation of hypothetical systems.

B. NAVAL POSTGRADUATE SCHOOL CONFIGURATION

1. Description

The system presently installed at the Naval Postgraduate School consists of three Interpreters, one 64K memory module, a card reader, line printer and dual cartridge disk. Only one of the three Interpreters is allowed to communicate directly with any peripheral and is discussed below under I/O Interface. Figure IV-2 represents the present configuration; however, future expansion calls for the addition of a supervisor's console and a cross-connection with the school's PDP-11/45. This will enhance the attached peripherals by three tape drives and greatly increase the amount of on-line storage to the point where implementation of a CMS-2 Compiler may be feasible.

When the system is energized and initialized daily, its basic microstructure is that of two B-6700 LIFO ALGOL Stack Machines - each with 32K of memory - attached to a single Input/Output Processor. The system is capable of pseudo-multiprocessing in this configuration. ALGOL programs submitted through the card reader are executed in a batch mode with the two processors competing to fetch the next job. All utility programs, the operating system and the file manager are executed with the machine in this configuration. In order to change the machine's configuration, the user must alter the microcode in order to execute the desired machine such as, the AN/UYK-7.



NAVAL POSTGRADUATE SCHOOL THREE INTERPRETER SYSTEM

FIGURE IV-2

2. I/O Interface

Since only one Interpreter (IOP) is allowed to exchange data directly with the peripherals, it is necessary for the remaining two processors to communicate their I/O requests to the IOP. This is done by the Interpreter placing a message in address 64K otherwise known as the "Mailbox", and then issuing an interrupt (INT) to the IOP. The IOP periodically tests for INT and when sensed, reads the Mailbox, decodes the message, and performs the predefined function. After completing its task, the IOP places a message in the Mailbox informing the requesting Interpreter whether or not the I/O was performed successfully. The IOP then issues an INT to the Interpreter which sent the request. When the requesting Interpreter receives the INT, it reads the Mailbox to determine whether its request was performed and continues accordingly. This method allows the two Interpreters to act completely independently, each referencing only its assigned segment of memory and the IOP performing all I/O asynchronously upon request.

3. Memory Interface

The memory module consists of a single ported, 64K, 32-bit word, core memory, which is the equivalent of 256K of on-line, 8-bit character storage. Access to this single memory is through a Switch Interlock Unit (SWI) which makes memory appear to be multiported to the user. The SWI acts on a priority basis with that Interpreter having the lowest

number (the IOP) given the highest priority. Once an Interpreter issues a memory read/write reference, it may continue execution and need not wait on a memory completion signal. However, the memory address register (MAR) on a Read/Write, and the Memory Information Register (MIR) on a write, should not be changed until a completion signal is received. Thus a microprogrammer who anticipates his memory accesses and intersperses these instructions among the other code, should never have a delay caused by memory referencing.

C. INSTRUCTION TIMING

The Interpreter uses a one megahertz clock and initiates a new microinstruction every microsecond. The Interpreter enhanced with Emitter Coupled Logic (ECL) and a higher speed memory can operate off an 8 Megahertz clock. A corresponding 8-fold improvement in execution times can be expected.

There are two basic instruction types in the Interpreter. Type I uses two phases (I and III) for execution; although, its phase III may be held in abeyance until completion of a subsequent Type II, which always uses only phase I to complete. Phase I of the following Type I instruction always overlaps Phase III of the previous Type I. Type I instructions involve condition testing, external functions and Adder/Logic operations. Type II instructions involve literal assignments to one of three registers (LIT, SAR and AMPCR). Appendix D of reference 9 contains an excellent discussion of instruction timing.

D. LANGUAGES

The D-Machine has two resident programming languages: the language of the operating system, ALGOL; and the microprogram assembly language, TRANSLANG.

1. ALGOL

The resident programming language of the Burrough's D-Machine is the ALGOL 60 Language enhanced with additional language constructs which permit manipulation of data in the form of character strings. ALGOL employs a vocabulary of reserved words and symbols. The structure of the language, syntax, reserved words and symbols, and additional features of the ALGOL implemented on the D-Machine are discussed in reference 10. The accepted character set for ALGOL varies depending on the machine used and the character set or sets available on the machine. The Naval Postgraduate School configuration requires that all characters be converted from EBCDIC into the 6-bit Burrough's Common Language (BCL) format for recognition by ALGOL. This conversion is performed by the IOP when it is used for interfacing communications from external devices to the other Interpreters. When information is directed to an external device the IOP performs a reverse conversion, from BCL to ASCII. Thus all inputs to the emulator from peripherals are 8-bit characters containing a 6-bit BCL code. The Interpreter's file management routines, operating system and utilities are written in ALGOL, for execution on the ALGOL Stack Machine

configuration. ALGOL source modules may be inputted to the ALGOL Compiler from disk or cards. Object modules are placed in user libraries on disk for future execution by the stack machine. The operating system (MCP) will load specific object modules for execution when it recognizes a "?RUN filename" control card, where filename is assumed to be a precompiled ALGOL program.

2. TRANSLANG

The microprogrammer is aided in producing microprograms by a Microtranslator/Assembler that translates symbolic instructions written in TRANSLANG into microinstructions. Reference 9 describes the structure of TRANSLANG by defining its syntax and semantics, and presenting a series of examples. The reference also includes descriptions of register state changes resulting from executing microinstructions. Interpreter controls and timing are explained. Coding techniques and conventions are discussed via sample programs. The reference analyzes external operations with main memory and peripheral devices, and the coordination and control of multiple Interpreters via the Switch Interlock and global condition bits.

The Microtranslator is written in ALGOL for the D-Machine. It is written modularly with each function setup as a procedure call. The language, TRANSLANG, used ALGOL as a model; however, almost the entire language is composed of reserved words. Reserved words have very specific meaning

to the translator and cause specific nanoinstructions to be developed. TRANSLANG is free form and each instruction may be written in almost any order; however, multiple instructions appearing on the same line or card must be separated by a period. Each TRANSLANG instruction corresponds to one microinstruction, which is the set of Interpreter functions performed in parallel at each machine clock. The constructs provided include iterative mechanisms, I/O, Boolean, logical and computational operations, control transfers, and assignment functions. In order to provide control points for transfer operations, each instruction may be labeled with a symbolic M-Address. The output module of the Microtranslator is placed on disk and when loaded into micromemory, alters the basic machine configuration. Reference 9 is used as the microprogrammer's programming manual; although, there have been several enhancements to the machine and language which are not included in the manual. These modifications are discussed in Appendix A of this thesis.

V. PROJECT DESCRIPTION

The AN/UYK-7 achieves its speed and versatility partially through concurrent field utilization and partially through the provision of special and general purpose registers. Its emulation is complicated by the various modes of instruction operation (repeat, indirection, indexing) and in particular by the use of ad hoc addressing techniques. The fact that the AN/UYK-7 performs many of its operations in parallel makes it difficult for an emulation which is imitating one facility at a time to run in AN/UYK-7 real-time. For the remainder of this discussion the acronyms A(a), B(b) and S(s) refer to the Accumulator, Index and Base registers, respectively. The subscripts (a, b, and s) correspond to the register specified in the cognizant field of the instruction, and may assume values of 0 to 7. Capital "Y" refers to the effective 18-bit, operand address; small "y" refers to the 13-bit, y-field of the instruction. The combination sy-field is formed by concatenation of the 3-bit, s-field and 13-bit, y-field of the instruction and forms an alternate operand address.

During the initial analysis of the Emulation it was decided to separate the project into the following phases:

First, the machine would be designed to accommodate a full emulation including multiprogramming and all IOC

functions. This required that all registers and condition bits of the actual AN/UYK-7 hardware be mapped into the model, even if they would not be used during this partial Emulation.

Second, it was decided to divide the Instruction Repertoire into the following groups:

- a. Those instructions that could be emulated immediately and tested completely; such as, all Format I's and II's except Multiply, Divide, Square Root and Double Register Operations.
- b. Those instructions that could be done prior to completion but for which there might be insufficient time for complete testing; such as, all Format III's, Shifts, Multiply, Divide, and Double Register Operations.
- c. Those special instructions and functional modes that would be incorporated if at all possible; such as, indirection and repeat.
- d. Those features for which there would definitely be insufficient time for incorporation; such as, Interrupts, IOC Instructions, and Floating Point Operations.

Third, a "Loader" program which could read AN/UYK-7 instructions from cards, decode them and place the results into memory for execution by the Emulator was mandatory.

Fourth, some facility for monitoring and debugging each instruction as it is executed by the Emulator would be required.

Fifth, some facility to output the results of each AN/UYK-7 program and to input test data was needed.

To accomplish these five tasks, two basic programs called the "Loader" and the "Emulator" were written. Each of these programs occupied its own Interpreter whenever the system was reconfigured as an AN/UYK-7.

A. LOADER

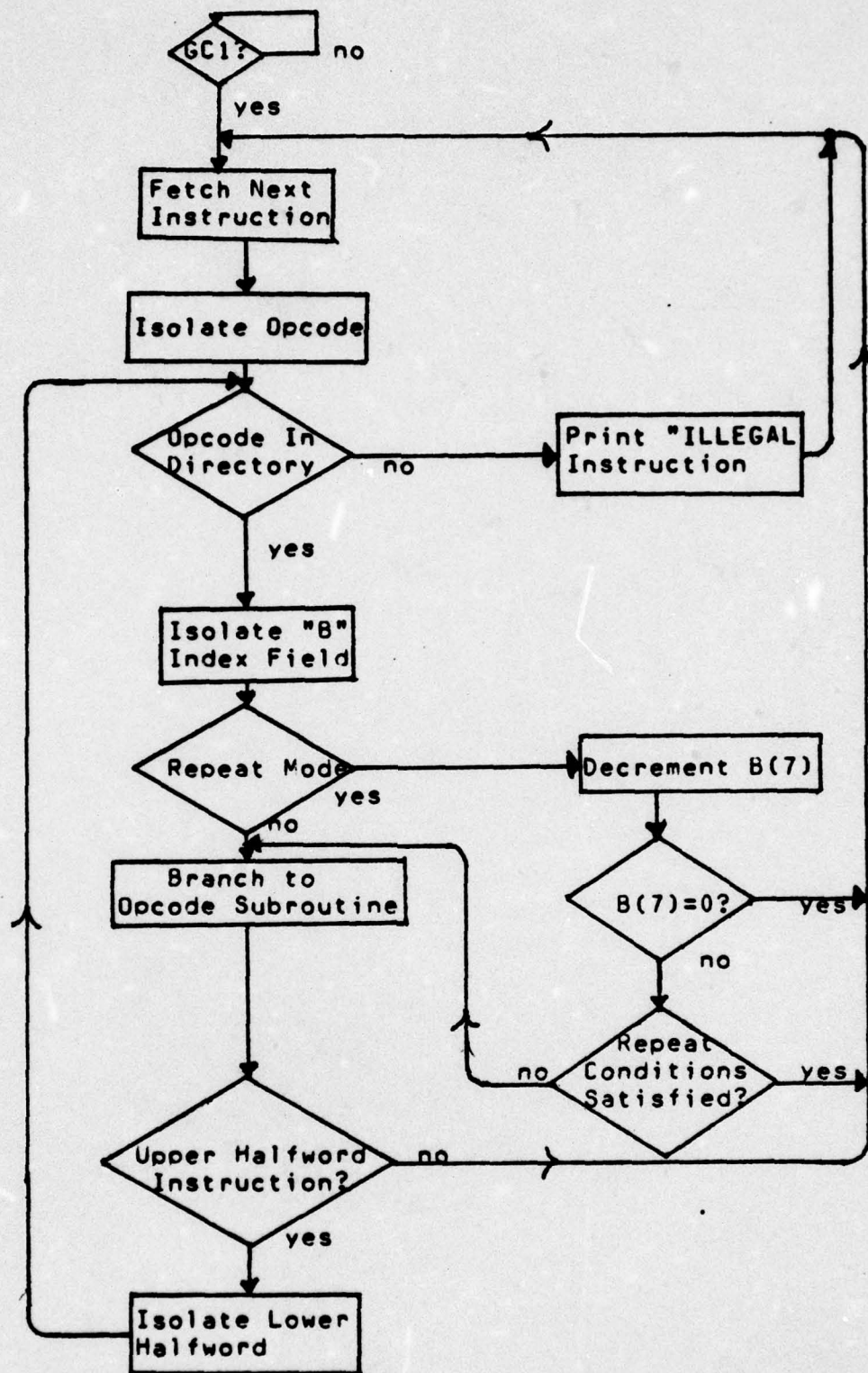
The Loader was written in TRANSLANG and fulfilled the third, fourth and fifth requirements; that is, it served as a combination loader, debugger and IOC monitor. Its use is described in Appendix A, the User's Manual section of this thesis. In general, the loader portion of the program acts like a pseudo-assembler. It has macros for defining a constant or character string, for saving space, for initializing registers and switches, and for inputting instructions. The loader will accept one instruction per card and determine whether it is a Format (I, II, III, IV-A, or IV-B) instruction. Based on this determination, the Loader will decode the specified fields from the card and generate a binary instruction which is placed in the next sequential location in the user's memory. Upon detecting an "N" card, the loader portion of the program signals the Emulator - which is resident in the alternate Interpreter - that instructions are available for execution.

At this point the loader function ceases and the program can be called upon by the Emulator to act as a debugger or as an IOC. As a debugger, the Loader can be used to generate a number of error messages to the operator, or to provide an actual dump of control memory registers 000 to 035, which includes all Task Registers, the PAR and the Active Status Bits. As an IOC, the Loader can be called upon to read a card, print a buffer, or read the disk.

It should be emphasized that the Loader was written strictly as a tool to assist in the development and testing of the Emulator. Presumably, once a full emulation is written and tested, the IOC functions will be incorporated into the Emulator, while the loader and debugger functions will be either written in AN/UYK-7 Machine Language, or absorbed by the Emulator. When this is done, the Interpreter previously utilized by the Loader will be free for loading as a second AN/UYK-7, and a true multiprocessing environment could be created. A copy of the Loader is provided in Appendix C.

B. EMULATION PROGRAM

The Emulator was written in TRANSLANG microcode, and is loaded directly into the Interpreter's micromemory from disk. A copy of the Emulator is provided in Appendix B. Overall program flow for the Emulator is presented in Figure V-1.



OVERALL PROGRAM FLOW

FIGURE V-1

Besides the necessary Control Memory Register mappings, it was necessary to minimize memory references by maintaining certain frequently used information in the D-Machine's internal registers. For this reason, the PAR is maintained in the lower 20 bits of the D-Machine's A2 register. The upper 12 bits of A2 are used to maintain some of the most frequently referenced bits of the AN/UYK-7's Active Status Register as listed in Table V-1.

ASR Bit	A2 Bit	Function
2	31	Equal/Unequal
1	30	Greater Than/Equal
0	29	Limits
3	28	Fixed PT Overflow
8	27	Task use of 05-4
9	26	Remove Interrupt Lockouts
10	25	Int/Task Accumulators
11	24	Int/Task Base Regs.
N/A	22-23	01 = Indirection 10 = Optional Indirection 11 = Character Addressing
N/A	21	Repeat Mode
15	20	Halfword Indicator
N/A	0-19	PAR
ACTIVE STATUS REGISTER		
TABLE V-1		

The remaining bits in the ASR are not used in this Emulation, but if needed could be mapped into any unused location in memory below address 1024.

The D-Machine's A1 register is used to maintain a copy of the instruction currently being executed. All other registers are free for computational use. The D-Machine's

General Condition Bit One (GC1) is reserved for communicating with the Loader. General Condition Bit Two (GC2) is used to indicate that an AN/UYK-7 instruction is being executed under a special condition; such as, repeat mode or in-direction.

The Emulator consists of an Opcode/Sub-opcode Directory, an instruction fetch routine (IFETCH), global subroutines and opcode execution subroutines. When the Emulator receives a signal from the Loader (GC1) to commence execution, it immediately passes control to IFETCH, which reads the PAR and places the first instruction in A1. The opcode portion of the instruction is isolated and used as a pointer into the Opcode Directory. Control is then passed to the opcode execution subroutine designed to handle that particular instruction. The opcode subroutines may stand alone and perform their functions independently; or they may call several global subroutines used to consolidate code for multiple opcodes. Upon completion of its execution, the opcode subroutine passes control back to IFETCH which then fetches the next instruction.

In the case of halfword instructions, control is passed to HALFFETCH which serves the same purpose as IFETCH, except for 16 bit instructions. Every attempt is made within the opcode subroutines to do in-line coding versus subroutine calls. This decreases execution time considerably; although, it greatly increases program size. During the initial programming phase the Interpreters were limited to a

4K micromemory due to the dynamic overlay routine (SMX) being positioned at 4k. As a result, excessive subroutine calls were necessary in order to keep the program size below 4K. This software deficiency has since been corrected by Burrough's and a full 8K micromemory is now available. These subroutine calls could now be removed and the subroutines moved back in-line.

Emulation of Central Processor instructions in the AN/UYK-7 repertoire was fairly straightforward. Most instructions were implemented with an average of 15 microinstructions. This generally included: isolating the various fields, forming the effective operand (Y) address, fetching the operands from main memory, performing the instruction function, and writing the result back to main memory, commonly referred to as S-Memory. Because of the parallelism of the D-Machine's nanoinstructions several of these functions were performed simultaneously. Many AN/UYK-7 instructions have sub-opcodes, each of which perform a different operation on the same operands. In such cases, the opcode subroutine centralized code by performing the field isolation and operand fetch functions prior to calling the sub-opcode subroutine. Either the operand itself or its address was passed in a register to the subroutine, which then performed its function and wrote the results back to S-Memory.

The difficulties arose in the AN/UYK-7 Emulation when the repeat and indirection modes of operation were implemented. The Repeat Instruction required that the next

sequential instruction be executed the number of times contained in the Index Register B(7), or until specified alternate conditions were met. This required that flags be set indicating that the repeat mode had been initiated and that special termination conditions were to be tested. Condition testing took place after each execution of the repeated instruction and prior to return to IFETCH for the next instruction. If the conditions were not satisfied IFETCH was bypassed and the same instruction was reexecuted after first decrementing B(7), and then indexing the operand address by the displacement value contained in the repeat instruction. If the conditions were met the normal IFETCH mode was executed and the repeat mode was terminated. Most instructions required checking the condition of a specified accumulator register to signal completion of the repeat mode; however, compare instructions used the results of their comparison to signal completion. Repeated replace instructions used a different Y-operand calculation for their store phase then for their fetch phase. Instructions that were not designated as being repeatable were executed once and the repeat mode was terminated. A copy of the Repeat Instruction was saved in S-Memory at address 0030; a copy of the instruction being repeated was saved at address 0031; and the Y-operand address used for storing during a repeated replace instruction was saved at 0033. These addresses are given in octal and are normally unused in the AN/UYK-7.

The indirect modes of operation possible in the AN/UYK-7 were extremely difficult to emulate. There are four modes of indirection possible: Normal Indirection, Character Addressing, Sequential Character Addressing, and Optional Indirection. Not all instructions are indirectable and some instructions are indirectable but not character addressable. To make this determination a table was created in the Emulator which would return a value based on the instruction opcode. This value indicates whether an instruction is repeatable, indirectable, or character addressable. All modes of indirection are initially signalled by the i-field of the instruction being a one. This indicates that the Y-operand points to an Indirect Control Word (ICW). The ICW, which is presented in Figure III-1, is then fetched and its bits 30-31 are examined to determine the indirection mode. In all cases, if the i-field of the ICW is set, the Y-operand again points to a new ICW. The Y-operand is calculated in accordance with the indirect mode. Operand fetching will continue in this manner, cascading through memory, until an ICW is found without its i-field set. At this point the lower 20 bits of the ICW replaces the lower 20 bits of the original instruction.

Normal indirection is indicated by a binary 10 in bits 31-30 of the ICW. Y-operand address calculation is performed as $Y = y + B(b) + S(s)$. Once the final ICW is determined then normal execution of the instruction resumes.

Single Character Addressing is indicated by a binary 01 in bits 31-30 of the ICW. Y-operand address calculation is performed as $Y=y+B(b)+S(s)$; however, in this mode two additional fields (P,W) of the ICW are meaningful. The P-field indicates the least significant bit position of the character to be fetched from the operand and the W-field indicates the number of bits in the character. When the character is fetched - it is right justified; operated on in accordance with the instruction; and then (depending on the instruction) ORed back into its original position in the Y-operand.

Sequential Character Addressing indicated by a binary 11 in bits 31-30 of the ICW, operates in exactly the same manner as Single Character Addressing except in the case where the store cycle is required. Before ORing the resulting character back into the Y-operand the P and W-fields are compared. If P minus W is positive then the difference replaces P and the character is stored accordingly. If the difference is negative then 32 minus W replaces P and the "sy" field of the ICW is incremented by 1 and replaced in memory for the next execution.

Optional Indirection is indicated by a binary 00 in bits 31-30 of the ICW. In this mode bit 29 of the ICW is also significant and modifies the Y-operand address calculation. If bit 29 is 0 then $Y=sy+S(b)$. If bit 29 is 1 then $Y=sy+B(b)+(S)$, where S is designated by bits 17-19 of B(b). Once the first operand is fetched then normal instruction execution occurs.

A large portion of the Emulation code was devoted to handling the four modes of indirection and its ad hoc address calculations. General Condition Bit 2 (GC2) was used to flag the indirect and repeat modes of operation. Address 0032, octal, in S-Memory was reserved for saving the current ICW being used during Character Addressing; address 0033, octal, was reserved for the Y-operand address in the case of optional indirection; address 0034, octal, was reserved for the address of the current ICW which could be updated during sequential character addressing. These addresses are part of the Control Memory Registers and are not normally used in the AN/UYK-7.

Although the IOC has not been emulated, Input/Output functions were implemented which make the systems' peripherals accessible to the user. The AN/UYK-7 Initiate I/O instruction was implemented in the Emulator with the exception that the a-field, which is normally used as a channel designator, actually designates the desired peripheral. Based on the contents of the a-field, a function code is formulated and passed to the IOC portion of the Loader. The Emulator then enters a neutral state awaiting an Interrupt from the Loader that the I/O has been performed. The Y-operand address of the I/O instruction fetched by the Emulator points to the address of the buffer, rather than to a buffer control word as in the AN/UYK-7. It was felt that

implementation of I/O in this manner would remain virtually transparent to the user, and would facilitate full emulation of IOC functions at a later date.

Of the 132 instructions in the AN/UYK-7 Repertoire, 111 have been fully implemented and tested. One instruction (Return Jump) has been implemented but not tested. Twenty instructions remain to be both written and tested. All unwritten instructions were assigned space in the Opcode Directory and, if used by the programmer, will cause an error message to be printed to the effect that the instruction has not been yet implemented. The implementation of these instructions involves developing the required microcode and inserting it into the space already allocated in the Opcode Subroutine Library. The unimplemented instructions include all Floating Point Operators, Scale Factor, and Interrupt Handlers.

The Repeat Instruction and its associated mode of operation have been implemented and tested with the exception of the repeat replace instructions, which have been written but not yet tested. Indirect addressing has been fully implemented but has not been tested. Input/Output functions of the IOC have been implemented and tested allowing the user to read a card, print a buffer, or read a disk sector. The disk write function has been designed into the Emulator but not implemented for fear of destroying resident disk material during execution. This function should not be fully employed until either a monitor system is developed which

would preclude write access to assigned disk sectors, or the assumption is made that the entire disk is available to the user as a scratch pad.

C. REGISTER MAPPING

Because the D-Machine has few registers available to the user, the authors chose to map all of the AN/UYK-7 registers into main memory. In addition, it was necessary to create several special locations to hold temporary results or conditions. In order to facilitate this mapping, all memory locations below 1024 decimal are reserved; thus, all user instructions and memory references were offset by this amount by the Loader. Since this Emulation will be in a monoprogramming environment, all Base Registers were initialized in increments of 8K with the first Base Register set to 1024. This allowed user access to approximately 63K of main memory, with each Base Register referencing an 8K page of memory. The Control Memory Register (CMR) allocations and additional temporary mappings (indicated by an *), are presented as part of Figure V-2. The registers marked "*" are not used in the AN/UYK-7, and were thus assigned special purposes in the Emulator. Additional unused register areas are available and labelled "unused" in Figure V-2. These register areas could be employed for the same purposes if needed in the course of expansion to a full emulation.

OCTAL ADDRESS	DECIMAL ADDRESS	DESCRIPTION
0-7	0-7	Task A-Reg. (0-7)
10	8	Unused
11-17	9-15	Task Index B-Reg. (1-7)
20-27	16-23	Task Base S-Reg. (0-7)
*30	24	Repeat Instruction Temp.
*31	25	Current Instruction being Repeated
*32	26	Current Indirect Control Word (ICW)
*33	27	Y-operand for Indirection
*34	28	ICW Address in Memory
*35	29	Program Address Register
36-57	30-47	Unused
60-67	48-55	Interrupt Breakpoint Registers (0-7)
70-77	56-63	Active Status Words (0-7)
100-107	64-71	Int. A-Registers (0-7)
110	72	CP Monitor Clock
111-117	73-79	Int. Index B-Reg. (1-7)
120-127	80-87	Int. Base S-Registers (0-7)
*130	88	Switch Values Temporary
131-137	89-95	Unused
140-157	96-103	Designator Storage Words (DSW)
160-167	104-111	Storage Protection Registers (SPR)
170-177	112-119	Segment Identification Registers (SIR)
*200	120	Location Counter
*201	121	Real Time Clock
*202-246	122-166	Disk Input Buffer
*247-323	167-211	Disk Output Buffer
*324-357	212-231	Card Input Buffer
360-365	232-237	Unused
*366-426	238-270	Printer I/O Buffer
427-437	271-279	Unused
*440-1777	280-1023	Error Routines
2000-77775	1024-65533	User Program Area
*77775-77776	65534-65535	Mailbox

*-Temporary Location Established By Programmers Convention

REGISTER - MEMORY MAPPING

Figure V-2

D. TIMING

Although no formal timing survey was conducted, an analysis of the Emulation itself provided an indicator which was used in developing a comparison to real-time. For this analysis it was assumed that each instruction was executed using direct addressing and not in repeat mode. The IFETCH routine used 16 microseconds which was an automatic overhead acquired by all instructions. The operand fetch and store routines (YFETCH, YSTORE and Y2FETCH) added an additional 33, 30, or 14 microseconds, respectively. Thus any instruction which referenced a Y-operand incurred an additional overhead of 14 microseconds at a minimum. Adding to this overhead, the execution time of the basic opcode itself yielded the time estimated for typical instructions given in Table V-2.

INSTRUCTION TIME	OPERANDS	EMULATION TIME	AN/UYK-7 TIME
Load	Register,Y	60	1.5
Add	Register,Y	63	1.5
Add	Register	36	1.0
Divide	Register,Y	600	15

TIME ESTIMATES

TABLE V-2

Using these figures it was estimated that this Emulation ran on the order of 40 times real-time. Two steps could be taken that would considerably improve this time. First, move all out-of-line subroutine calls in-line in the opcode subroutines. Second, enhance the Interpreter as discussed under Instruction Timing in Chapter III. It has been estimated that this same Emulation could run at approximately 5 times real-time on an enhanced D-Machine. This time compares favorably with a Simulation of the AN/UYK-7 written in PL-360 for the IBM 360, which runs on the order of 1000 times real-time. As discussed in Chapter II, it would be difficult to approach real-time in emulating the AN/UYK-7 because of the parallelism of its fetch and field isolation operations. The addition of a Field Select Unit (FSU) and additional internal temporary registers would be required before a real-time emulation could be realized.

VI. SUMMARY

The authors' conclusions and recommendations resulting from any research project are a fundamental part of the formal presentation and are therefore included in this thesis. In addition, the authors felt that the reader, who might be contemplating an emulation project, would be interested in the problem areas encountered during the pursuit of this thesis. Accordingly this chapter is divided into two sections - Problems and Conclusions.

A. PROBLEMS

During the course of this emulation numerous software and hardware problems were encountered which had a considerable effect on progress and the amount accomplished in the allocated time. Software problems stemmed principally from poor documentation of the D-Machine, the AN/UYK-7, their associated languages and internal configuration. The software problems with the D-Machine were generally resolved through experimentation on the machine or through phone calls to Burrough's Advanced Development Organization (ADO). The lack of thorough AN/UYK-7 documentation proved to be a more severe handicap since no test base for experimentation was accessible at the Naval Postgraduate School. Such a medium is absolutely mandatory when working in the emulation

environment. The programmer must be able to determine the machine reaction to unorthodox instruction configurations. Some degree of assistance was provided by the Fleet Combat Director Systems Support Activity (FCDSSA), San Diego; however, in some cases the result was a "best guess" as to what the AN/UYK-7 response would be.

Hardware problems are to be expected during the course of any major project and particularly when a new machine is involved. This Emulation was the first project to be undertaken on the Naval Postgraduate School's D-Machine since the machine was installed. The estimated mean-time-between-failures (MTBF) experienced by the authors was less than five hours. Problems ranged from loose circuit boards and dirty contacts, to disk read/write head misalignment. Unfortunately, the time to repair was aggravated by the fact that the school has no technicians trained on the D-Machine, and the authors were inexperienced in its maintenance and operating procedures. Without the assistance provided by Burrough's ADO the project could not have been seen through to fruition. The ADO provided the school with engineering assistance on three separate occasions, the last of which uncovered a major design problem. The machine has since been modified and the system is presently very reliable.

In addition to these two major problem areas progress was inhibited by the following:

1. Lack of Software Utilities - Since the D-Machine was a new installation the school has not had the opportunity to generate the numerous desirable software utilities. In an effort to eliminate the inherent slowness of a "Card Only" system, the authors have undertaken the implementation of the supervisor's console as an adjunct to this thesis. The authors are also implementing a Text Editor which will allow for on-line program modification, and will replace the present card input Line Editor.
2. Microprogramming is not a new concept at the Naval Postgraduate School; however, actual experience was lacking. The Computer Science Department has played a major role in implementation of the D-Machine and the required expertise is rapidly being developed.
3. The learning curve for undertaking an emulation is tremendous. The target machine, the host machine, their respective programming languages and internal configurations must be learned and understood in minute detail.
4. The target machine for this Emulation, the AN/UYK-7, is an extremely sophisticated and difficult to understand computer. The central processor instruction set is fairly straightforward and easy to implement; however, the numerous and differing modes of operation severely complicated the Emulation.

B. CONCLUSIONS

The authors feel that they have successfully achieved their goal of demonstrating the feasibility of emulating the AN/UYK-7 on the Burrough's D-Machine. The design presented in this thesis is a workable design as evidenced by execution of AN/UYK-7 programs successfully and by execution in

less than 40 times the actual execution time of the AN/UYK-7. Better than 90% of the AN/UYK-7 Instruction Repertoire has been implemented and tested, thus providing a sound foundation for a full emulation. The design allows for expansion to a full emulation which would include the IOC instruction repertoire and Floating Point without major modification. Further, the authors have concluded that by modification of the design to place out-of-line subroutine calls in-line and enhancement of the D-Machine, the Emulation would execute within 5 times the actual speed of the AN/UYK-7.

During the course of this project the authors had an opportunity to visit the Naval Surface Weapons Center (NSWC), Dahlgren, Virginia. Emulation in general was discussed with the programming staff, who had just completed emulation of the Trident Computer on the Nanodata QM-1, and who were contemplating emulating the AN/UYK-7 on the QM-2. Based on these discussions, the experience gained in the course of this thesis, and presupposing the present level of knowledge of the authors; it is estimated that a complete emulation of the AN/UYK-7, its IOC and all Interrupt functions would require an additional 2 man years of programming effort. This estimate includes a reasonably sophisticated degree of testing, and assumes full accessibility of the D-Machine and an AN/UYK-7 test base.

VII. RECOMMENDATIONS

The authors feel that this thesis has provided them with a learning experience previously unparalleled in either of their lives, since it has entailed detailed and independent learning of emulation, microprogramming (TRANSLANG), the Burrough's D-Machine and the AN/UYK-7. In addition, the authors became part time technicians in an effort to keep the D-Machine running. It is felt that the same educational horizons await any student considering a similar project; however, in an effort to keep others from having to "reinvent the wheel", the authors have included much of what was learned about these subjects in this thesis. Hopefully, by building on these experiences, others will be able to begin at a much higher level and consequently accomplish more. The following recommendations are submitted for consideration by anyone inclined to undertake a thesis involving emulation.

1. Do not try to emulate a machine that uses hardware interrupts on an Interpreter that does not have interrupts.
2. Pick a target machine that is well defined and documented. Computers are designed to perform a specific set of functions; the results of unorthodox use are not always known, but must be considered by the emulator. The availability of a target machine for testing to determine such results is mandatory.

3. Ensure that the host Interpreter is well documented and has a reasonable set of system utilities; such as, an editor, debugger, simulator, file manager, operating system and compiler.
4. Ensure the host Interpreter will receive hardware support if problems arise.
5. Ensure publications are available covering utilities, hardware, languages and target/host machine capabilities and operation.
6. Be prepared to work independently and have your questions answered through your own experimentation.

In addition to these recommendations, the authors would like to propose several thesis topics applicable to the D-Machine.

1. Several projects could be undertaken as a direct follow on to this thesis:
 - a. An Operating System, File Manager, and Assembler could be written in AN/UYK-7 machine language utilizing the existing Emulator.
 - b. The present Emulation could be enhanced to include Floating Point and any unimplemented instructions, including incorporation of the IOC functions and allowing for synchronous I/O.
 - c. A timing survey could be conducted comparing the existing Emulation with AN/UYK-7 benchmarks.
2. Several thesis projects are possible which entail enhancing the capabilities of the existing D-Machine Installation. These include writing the interface to the PDP-11/45, and a resident Text Editor.

The stand alone environment of the D-Machine lends itself to experimentation with the design of operating systems and file managers.

In summary, the authors would like to state that they found the D-Machine an outstanding learning device in spite of its many hardware problems. The authors found the ability to emulate existing computers exciting, and found the realization that they could build a working model of any computer they could design, exhilarating.

APPENDIX A. USER'S MANUAL

A. D-MACHINE

When the D-Machine was installed at the Naval Postgraduate School, it was not accompanied by any form of documentation for its operation, preventive maintenance, diagnostics or utility programs. For the most part this information has been derived through experimentation and frequent calls to Burrough's ADO. Some of the more pertinent information is included in this User's Manual to enable the user to load and run a program such as the AN/UYK-7 Emulation. Unless specified otherwise all addresses given in this discussion are in hexadecimal.

1. System Initializing

The machine is secured every night and must therefore, be reinitialized when powered up each morning.

- a. Ensure circuit breakers 2, 7 and 10 are on.
- b. Push the "ON" button on the disc and all three Interpreters.
- c. With desired discs in the drives, push the two "RUN" buttons on the disk unit.
- d. Turn on the card reader and printer.
- e. Place the IOP in normal vice single step mode via the switch inside the cabinet on the right.

- f. Push the "LOAD" button on the IOP; then push "CLEAR".
- g. Place the cards marked IOP-Loader into the card reader. Cards should be read and the IOP should stop at an MPAD of 00FA. If not, repeat steps e through g.
- h. Push the "LOAD" button on IOP to return the IOP to normal.
- i. Perform steps e to h for each of the other two Interpreters using the cards marked STK-loader. They should halt at a MPAD of 004A.
- k. Push "CLEAR" on each Interpreter. They should bootstrap themselves through the IOP and halt at either 0542 or 051A. (An Interpreter must be at 0542 to run a program and only one Interpreter can be at 0542 at a time.) Clear the IOP to force an Interpreter to switch from 051A to 0542.

The D-Machine now thinks it is a Burrough's B6700 single-stack machine. Any utility can be run using the proper control cards as documented in the computer lab. The more common utilities are Sunrise (updates the day, date and time; should be run first thing every morning), Dir-List (prints out the directory; system or user), Compile (compiles ALGOL programs) and TRANSLANG (assembles microprograms). By use of the proper control cards, the user can also obtain a source listing of his program as it is being compiled or assembled. Actually the default is a printout every time and the user must insert a "\$-list clist" control card to eliminate the listing.

To make the computer act as some machine other than the B6700, use the control card "?SMLOAD filename". The "?" must be in column one and the rest of the card is free-format. This loads the microprogram "filename" (which must be an assembled TRANSLANG program) into micro-memory overlaying the stack machine and then transfers control to that program starting at address 0000. Thus to load the AN/UYK-7, execute "?SMLOAD UYK7-LOADER" on one Interpreter and "?SMLOAD ANUYK7-EMULATOR" on the other. Refer to the appropriate sections of this chapter for further instructions on the execution of these programs.

2. Diagnostics

The programs used for diagnosing hardware problems are written in TRANSLANG and maintained as object modules on cards. The appropriate program is loaded in the same fashion as the bootstrap loader and terminates at a significant address. When "cleared", it should again terminate at an address which indicates success or failure. The operator must determine which from the program listing, as no messages are printed. There are no diagnostics written for the disk, printer or card reader. At the present time a CRT terminal is hooked up to the IOP; however, there is no software support for it. An interface is being written into the operating system and eventually all commands to and from the operator will be via the CRT. The card reader and line printer will then be strictly data I/O ports.

3. Debugging

While executing any TRANSLANG program, the user can monitor the program by use of the nixie light display panel and the function switch assigned to each processor. The lights indicate hex numbers. By selecting the appropriate function the user can observe the current nanoinstruction being executed; the address of the current microinstruction (MPAD); the memory address last written to or read from (BMAR); and the MIR register (MIR and EXT). The MIR function displays the lower 16 bits of the MIR register while the EXT function displays the upper 16 bits. These functions are presently the only means of debugging. For example, if the user were unsure of the information being read from S-memory, he could insert two additional instructions in the code: an instruction to place the data into the MIR register and a "WAIT" instruction. The CPU halts at the "WAIT" instruction and the user can then examine the information in MIR to ascertain its validity. The user may check the MPAD to determine if the address read was actually the address intended. To continue the program the user must press the force-step button inside the side panel. If the user wished to step through a series of instructions following the "WAIT", he could go to single-step, and while holding the force-step button, press the single-step button to override the "WAIT". After passing the "WAIT", single-step to execute one instruction at a time. In this manner the user can debug several instructions one at a time.

B. AN/UYK-7

This section of the User's Manual discusses how the user can reconfigure the D-Machine into an AN/UYK-7.

First, ensure that the disk packs which are mounted are the AN/UYK-7 System Packs and that both interpreters are loaded with an ALGOL Stack Machine.

Second, insert an "?SMLOAD UYK7-LOADER" card in the card reader. This will cause the Loader's microcode to overlay the stack machine's microcode and stop at address "0000".

Third, insert an "?SMLOAD UYK7-EMULATOR" card in the reader. This will cause the Emulator's microcode to overlay the alternate stack machine and stop at address "00A0". The AN/UYK-7 is now ready to accept and execute programs.

Fourth, place the AN/UYK-7 source programs in the reader and force step the Loader and the Emulator, respectively. The Loader will read one card at a time, decode it and place the 32-bit resulting instruction in memory for subsequent execution by the Emulator.

The last instruction of all user programs should be a "HALT", which will cause the Emulator to halt and the Loader to be reinitialized for the next job. Force stepping the Emulator after the halt will cause the next job to be read and executed. Use of this convention permits batch processing of programs by the AN/UYK-7. The program deck organization is discussed in the next section. Individual programs are separated by "N" cards.

1. Loader

a. Macros

This section describes how a program must be keypunched for input to the Loader. All Macro control characters and formats are listed in Figure A-1. Any character typed in column one, which is not listed, will cause an "Illegal Instruction" message and the card will be ignored. It is noteworthy that all functions are optional with the exception of the "N", which must terminate the program deck. All addresses are in octal and considered absolute as far as the user is concerned; however, they are offset by 1024 by the Loader. Macros and instructions may be interspersed as desired.

COL. 1	COL. 4-8	FUNCTION
"A" Register 0-7		Cols. 9-19 contain the octal value to be inserted in the listed A-Reg.
"I" Register 1-7		Cols. 9-19 contain the octal value to be inserted in the listed B-Reg.
"D" Octal Address		Cols. 9-16 contain the decimal value to be inserted at the address listed or in-line if the address=0000.
"R" Octal Address		Cols. 9-19 contain the decimal number of words to be saved at the address listed or in-line if the address=0000.
"W" Octal Address		Cols. 9-80 contain the character string to be inserted at the address specified. The string terminates before col. 80 if a single quote (') is encountered.
"S" Switch Value		Cols. 6-8 contain an octal number whose bit pattern selects which of eight AN/UYK-7 switches the user desires set.
"L" Octal Address		Causes Base S-Registers to be set at 8K pages starting at 1024, and the program to be loaded at Address.
"O" Octal Address		Causes change in the program counter in order that subsequent instructions may be loaded at Address.
"N" Octal Address		Terminates loading of program and initializes PAR to Address for the Emulator.

LOADER MACRO DEFINITIONS

FIGURE A-1

b. Instruction Preparation

For inputting instructions to the Loader three basic formats are used which correspond roughly to the five formats used by the AN/UYK-7. The Loader formats are presented in Figure A-2 under their respective AN/UYK-7 Format Headings. All fields require a right justified octal representation. The "i" field should always be either a one or a zero since it represents a single bit. The combined "F3,K" field of Format III instructions requires that K always be zero; therefore, valid inputs are (0,2,4,6) which correspond to an F3 of (0,1,2,3). Columns 1-3 must always be left blank. Columns 15-80 may be used for programmer's comments. Each instruction is decoded into one 32-bit word and assigned to the next sequential address in memory. However, if the instruction is a half-word instruction then it will be stored in the lower half of the previous word if that word also contained a half-word instruction, else it will be stored in the upper half of the next sequential address. An instruction's sequential address assignment can only be changed via the "O" or "L" macros, which must precede the instruction. A sample program is presented in Appendix D.

FORMAT I

COL 1-3	COL 4-5	COL 6	COL 7	COL 8	COL 9	COL 10-14
BLANK	OPCODE	A-REG	K	B	I	Y-OPERAND

FORMAT II

COL 1-3	COL 4-5	COL 6	COL 7	COL 8	COL 9	COL 10-14
BLANK	OPCODE	A-REG	F2	B	I	Y-OPERAND

FORMAT III

COL 1-3	COL 4-5	COL 6	COL 7	COL 8	COL 9	COL 10-14
BLANK	OPCODE	A-REG	F3,K	B	I	Y-OPERAND

FORMAT IV-A

COL 1-3	COL 4-5	COL 6	COL 7	COL 8	COL 9
BLANK	OPCODE	A-REG	F4	B	i

FORMAT IV-B

COL 1-3	COL 4-5	COL 6	COL 7-9
BLANK	OPCODE	A-REG	SHIFT DESIGNATOR

INSTRUCTION FORMATTING

FIGURE A-2

c. TRANSLANG

Several modifications have been made to the D-Machine and the microprogramming language, TRANSLANG, since the publication of reference 9 in 1970. Unfortunately, an addendum to reference 9 has not been published and these powerful modifications remain undocumented. Because the authors took advantage of these capabilities in writing this Emulation the changes are documented here to provide the user a ready reference. They include: additional logical operators, program address modifiers, and an additional Y-select input register (BMAR).

(1) Logic Operators. The additional logic operators are listed in Table A-1 along with the code generated by the Microtranslator when they are encountered. In the Table, A1 and B are assumed as the X/Y input operands respectively. In addition, listed under the columns labelled TRUE/FALSE, are the tests generated by the Microtranslator when a TRUE/FALSE conditional test is encountered subsequent to the logical operation.

OP	MEANING	CODE GENERATED	TRUE TEST	FALSE TEST
LSS	Less Than	A1-B	NOT AOV	AOV
LEQ	Less Than or Equal	A1-B-1	NOT AOV	AOV
EQL	Equal	A1 EQV B	ABT	NOT ABT
NEQ	Not Equal	A1 EQV B	NOT ABT	ABT
GEO	Greater Than or Equal To	A1-B	AOV	NOT AOV
GTR	Greater Than	A1-B-1	AOV	NOT AOV

LOGICAL OPERATORS

TABLE A-1

The programmer is cautioned that when the Microtranslator encounters the keywords TRUE/FALSE it backtracks to the last logical operator to determine which test to generate. Thus a TRUE/FALSE conditional test which is arrived at through branching may not have generated the exact code the programmer anticipated. These operators were intended to be used in a sequential fashion as follows:

```
A1 GTR B
If TRUE Then (operation)
```

The Microtranslator generates:

```
A1-B-1
If AOV Then (operation)
```

The following illustrates circumstances in which the Microtranslator does not generate the code expected by the programmer:

```
A1 LSS B
If LC1 Then A1 GTR B;Step Else Skip
If TRUE Then (operation)
```


Generates the code:

```
A1-B  
If LC1 Then A1-B-1;Step Else Skip  
If AOV Then (operation)
```

In this situation "If AOV" is always generated when the TRUE is encountered; although, obviously if LC1 was not set then the programmer desired to test for "Less Than".

(2) Program Address Modifiers. Two powerful new instructions were added to the D-Machine which allow direct transfer of program control. These are the two Type II instructions: "Label-1=MPCR" and "Label-1=CPCR". The first causes a direct change in the program sequence by loading MPCR with the new Label. The second can be classified as a return jump since it causes a transfer of AMPCR to MPCR, and MPCR+1 to AMPCR; thereby setting up a program jump to a subroutine, and saving the return address. This code is identical to:

```
Label-1=AMPCR  
CALL
```

The only difference between them is that the CPCR requires only one instruction for execution, while the CALL requires two instructions.

(3) BMAR. The BMAR register is formed by the concatenation of BR1 or BR2 (16 bits) and MAR (8 bits). It can be used as a Y-Input of 24 bits to the Adder. The actual BR register selected is the one most recently referenced.

in an external operation. The user is cautioned in the use of BMAR because of its odd size of 24 bits. The unwary programmer could unintentionally allow extraneous bits in the most significant byte when BMAR is used for temporary storage of 16-bit addresses. That is, the assignment "A1=MAR" is considered to effect a transfer of 16 bits, while in fact 24 bits are transferred. A subsequent statement of "BMAR=A1" could permit extraneous bits to be introduced in the third least significant byte, if the programmer had made the assumption that only 16 bits were involved and automatic masking had taken place. The programmer can force selection of BR1 or BR2 by issuing an ASR or ASE, respectively, prior to a BMAR reference. These are considered external function NOOPS in the Naval Postgraduate School Configuration; however, they may not appear concurrently with a BEX statement.

The remainder of the TRANSLANG statements are reasonably straightforward once the programmer understands the instruction timing idiosyncracies. Reference 9 provides excellent guidance for the novice microprogrammer.

APPENDIX B. EMULATOR PROGRAM LISTING

This appendix provides a copy of the Microtranslator output listing of the Emulator. A copy of the source program is maintained on cards and also on the Burrough's D-Machine disk. The object module produced by the Microtranslator is maintained on disk. Each line of the program is divided into four sections. The leftmost grouping consists of the hexadecimal address to which the microinstruction was assigned by the Microtranslator during assembly. This is followed by the 56-bit microinstruction which was generated. The middle group consists of the programmers' source coding which was input to the Microtranslator. The rightmost group consists of the sequence numbers which were assigned to each input card as it was inserted into the source file on the disk by the Interpreter's resident line-editting program (CARD-LIST).

TUESDAY 09/26/76 14:26:10

TRANSLANG ASSEMBLER (02/24/76)

[OUT-32]

SHERGE ANYK7-EMULATOR
PROGRAM ANYK7-OBJECT

ABASE=0
PAR=29
BBASE=0
SBASE=16
S6=22

ZERO=0. ONE=1
CARDBUF=212
PRINTBUF=238
RINST=24
CINST=25
IAR=26
IADR=27
IADDR=28
SWITCH=88

START-1 = MPCR
ILLEGAL-1-AMPCR

CC00 0000 0003 0030 3040
CC01 0010 0000 0030 00C0
CC02 0020 0000 0030 00C0
CC03 0030 0000 0030 00C0
CC04 0040 0000 0030 00C0
CC05 0050 0000 0030 00C0
CC06 0060 0000 0030 00C0
CC07 0070 0000 0030 00C0
CC08 0080 0000 0030 00C0
CC09 0090 0000 0030 00C0
CC0A 00A0 0000 0030 00C0
CC0B 00B0 0000 0030 00C0
CC0C 00C0 0000 0030 00C0
CC0D 00D0 0000 0030 00C0
CC0E 00E0 0000 0030 00C0
CC0F 00F0 0000 0030 00C0
CC10 0100 0000 0030 00C0
CC11 0110 0000 0030 00C0
CC12 0120 0000 0030 00C0
CC13 0130 0000 0030 00C0
CC14 0140 0000 0030 00C0
CC15 0150 0000 0030 00C0
CC16 0160 0000 0030 00C0
CC17 0170 0000 0030 00C0
CC18 0180 0000 0030 00C0
CC19 0190 0000 0030 00C0
CC1A 01A0 0000 0030 00C0
CC1B 01B0 0000 0030 00C0
CC1C 01C0 0000 0030 00C0
CC1D 01D0 0000 0030 00C0
CC1E 01E0 0000 0030 00C0
CC1F 01F0 0000 0030 00C0
CC20 0200 0000 0030 00C0
CC21 0210 0000 0030 00C0
CC22 0220 0000 0030 00C0
CC23 0230 0000 0030 00C0
CC24 0240 0000 0030 00C0
CC25 0250 0000 0030 00C0
CC26 0260 0000 0030 00C0
CC27 0270 0000 0030 00C0
CC28 0280 0000 0030 00C0
CC29 0290 0000 0030 00C0

ADDRESS OF A-REG(0)
XTEMP. STORAGE LOCATION OF PAR
XADDRESS OF B-REG(0)
XADDRESS OF S-REG(0)
XADDRESS OF BASE REG 6
XADDRESS OF PERMANENT CARD BUFFER
XADDRESS OF PERMANENT PRINT BUFFER
XTEMP. LOCATION OF REPEAT INSTR.
XTEMP. LOCATION OF INSTR. REPEATED
XTEMP. LOCATION OF CURRENT IAR
XCONTAINS PRECALCULATED Y-ADDRESS
XADDRESS OF CURRENT IAR
XADDRESS OF SWITCH VALUES READ-IN
XINVALID OPR 00
XINCLUSIVE OR
XCOUNT ONES
XREPLACE INCLUSIVE OR
XINVALID OPR 04
XDOUBLE LOAD A
XFP ADD
XENTER EXEC STATE
XLOAD A
XLOAD A AND INDEX
XLOAD DIFFERENCE
XSUBTRACT A
XADD A
XLOAD SUM
XLOAD NEGATIVE
XLOAD MAGNITUDE
XLOAD B
XADD B
XSUBTRACT B
XSTORE B
XSTORE A
XSTORE A AND INDEX B
XSTORE NEGATIVE
XSTORE MAGNITUDE
XINVALID OPR 3C
XINVALID OPR 3I
XCLEAR BIT
XSET BIT
XREPLACE ADD
XREPLACE INCREMENT
XREPLACE SUBTRACT
XREPLACE DECREMENT
XMULTIPLY A
XDIVIDE A
XCOMPARE BIT TO ZERO
XCOMPARE INDEX INCREMENT
XCOMPARE LIMITS
XCOMPARE MASKED
XCOMPARE GATED
XJUMP ON EVEN PARITY

002A	02AC	0000	0000	0000	00C0	00C0	00500C00	D	00500C00	D
002B	0280	0000	0000	0000	00C0	00C0	00590C00	D	00590C00	D
002C	02C0	0000	0000	0000	00C0	00C0	0060C000	C	0060C000	C
002D	0200	0000	0000	0000	00C0	00C0	00610C00	D	00610C00	D
002E	02E0	0000	0000	0000	00C0	00C0	00620C00	D	00620C00	D
002F	02F0	0000	0000	0000	00C0	00C0	00630C00	D	00630C00	D
0030	0300	0000	0000	0000	00C0	00C0	00640C00	D	00640C00	D
0031	0310	0000	0000	0000	00C0	00C0	00650C00	D	00650C00	D
0032	0320	0000	0000	0000	00C0	00C0	00660C00	C	00660C00	C
0033	0330	0000	0000	0000	00C0	00C0	00670C00	D	00670C00	D
0034	0340	0000	0000	0000	00C0	00C0	00680C00	D	00680C00	D
0035	0350	0000	0000	0000	00C0	00C0	00690C00	C	00690C00	C
0036	0360	0000	0000	0000	00C0	00C0	00700C00	D	00700C00	D
0037	0370	0000	0000	0000	00C0	00C0	00710C00	D	00710C00	D
0038	0380	0000	0000	0000	00C0	00C0	00720C00	D	00720C00	D
0039	0390	0000	0000	0000	00C0	00C0	00730C00	D	00730C00	D
003A	03A0	0000	0000	0000	00C0	00C0	00740000	D	00740000	D
003B	03B0	0000	0000	0000	00C0	00C0	00750C00	D	00750C00	D
003C	03C0	0000	0000	0000	00C0	00C0	00760C00	D	00760C00	D
003D	03D0	0000	0000	0000	00C0	00C0	00770000	D	00770000	D
003E	03E0	0000	0000	0000	00C0	00C0	00780C00	D	00780C00	D
003F	03F0	0000	0000	0000	00C0	00C0	00790C00	D	00790C00	D
0040	0400	0000	0000	0000	00C0	00C0	00800C00	D	00800C00	D
0041	0410	0000	0000	0000	00C0	00C0	00810C00	D	00810C00	D
0042	0420	0000	0000	0000	00C0	00C0	00820C00	D	00820C00	D
0043	0430	0000	0000	0000	00C0	00C0	00830C00	D	00830C00	D
0044	0440	0000	0000	0000	00C0	00C0	00840C00	D	00840C00	D
0045	0450	0000	0000	0000	00C0	00C0	00850000	D	00850000	D
0046	0460	0000	0000	0000	00C0	00C0	00860C00	D	00860C00	D
0047	0470	0000	0000	0000	00C0	00C0	00870C00	D	00870C00	D
0048	0480	0000	0000	0000	00C0	00C0	00880C00	C	00880C00	C
0049	0490	0000	0000	0000	00C0	00C0	00890C00	D	00890C00	D
004A	04AC	0000	0000	0000	00C0	00C0	00900C00	D	00900C00	D
004B	0480	0000	0000	0000	00C0	00C0	00910C00	D	00910C00	D
004C	04C0	0000	0000	0000	00C0	00C0	00920C00	D	00920C00	D
004D	04D0	0000	0000	0000	00C0	00C0	00930C00	D	00930C00	D
004E	04EC	0000	0000	0000	00C0	00C0	00940C00	D	00940C00	D
004F	04FC	0000	0000	0000	00C0	00C0	00950C00	D	00950C00	D
0050	0500	0000	0000	0000	00C0	00C0	00960C00	D	00960C00	D
0051	0510	0000	0000	0000	00C0	00C0	00970C00	D	00970C00	D
0052	0520	0000	0000	0000	00C0	00C0	00980C00	D	00980C00	D
0053	0530	0000	0000	0000	00C0	00C0	00990C00	D	00990C00	D
0054	0540	0000	0000	0000	00C0	00C0	01000C00	D	01000C00	D
0055	0550	0000	0000	0000	00C0	00C0	01010000	D	01010000	D
0056	0560	0000	0000	0000	00C0	00C0	01020C00	D	01020C00	D
0057	0570	0000	0000	0000	00C0	00C0	01030C00	D	01030C00	D
0058	0580	0000	0000	0000	00C0	00C0	01040C00	D	01040C00	D
0059	0590	0000	0000	0000	00C0	00C0	01050C00	D	01050C00	D
005A	05A0	0000	0000	0000	00C0	00C0	01060C00	D	01060C00	D
005B	05B0	0000	0000	0000	00C0	00C0	01070C00	D	01070C00	D
005C	05C0	0000	0000	0000	00C0	00C0	01080C00	D	01080C00	D
005D	05D0	0000	0000	0000	00C0	00C0	01090C00	D	01090C00	D
005E	05EC	0000	0000	0000	00C0	00C0	01100C00	C	01100C00	C
005F	05F0	0000	0000	0000	00C0	00C0	01110C00	D	01110C00	D
0060	0600	0000	0000	0000	00C0	00C0	01120C00	D	01120C00	D
							01130C00	C	01130C00	C
							01140C00	D	01140C00	D
							01150C00	D	01150C00	D
							01160C00	C	01160C00	C
							01170C00	D	01170C00	D

OPR01X:	OPR01X0-1=AMPCR	
	OPR01X1-1=AMPCR	
	OPR01X2-1=AMPCR	
	OPR01X3-1=AMPCR	
	OPR01X4-1=AMPCR	
	OPR01X5-1=AMPCR	
	OPR01X6-1=AMPCR	
	OPR01X7-1=AMPCR	
OPR02XX:	OPR02X0-1=AMPCR	
	ILLEGAL-1=AMPCR	
	OPR02X2-1=AMPCR	
	OPR02X3-1=AMPCR	
	OPR02X4-1=AMPCR	
	OPR02X5-1=AMPCR	
	OPR02X6-1=AMPCR	
	OPR02X7-1=AMPCR	
OPR03XX:	OPR03X0-1=AMPCR	
OPR05XX:	OPR05X1-1=AMPCR	
	OPR05X2-1=AMPCR	
	OPR05X3-1=AMPCR	
	OPR05X4-1=AMPCR	
	ILLEGAL-1=AMPCR	
	ILLEGAL-1=AMPCR	
OPR06XX:	OPR06X0-1=AMPCR	
	OPR06X1-1=AMPCR	
	OPR06X2-1=AMPCR	
	OPR06X3-1=AMPCR	
	OPR06X4-1=AMPCR	
	OPR06X5-1=AMPCR	
	OPR06X6-1=AMPCR	
	OPR06X7-1=AMPCR	

OPR01X:	OPR01X0-1=AMPCR	
	OPR01X1-1=AMPCR	
	OPR01X2-1=AMPCR	
	OPR01X3-1=AMPCR	
	OPR01X4-1=AMPCR	
	OPR01X5-1=AMPCR	
	OPR01X6-1=AMPCR	
	OPR01X7-1=AMPCR	
OPR02XX:	OPR02X0-1=AMPCR	
	ILLEGAL-1=AMPCR	
	OPR02X2-1=AMPCR	
	OPR02X3-1=AMPCR	
	OPR02X4-1=AMPCR	
	OPR02X5-1=AMPCR	
	OPR02X6-1=AMPCR	
	OPR02X7-1=AMPCR	
OPR03XX:	OPR03X0-1=AMPCR	
OPR05XX:	OPR05X1-1=AMPCR	
	OPR05X2-1=AMPCR	
	OPR05X3-1=AMPCR	
	OPR05X4-1=AMPCR	
	ILLEGAL-1=AMPCR	
	ILLEGAL-1=AMPCR	
OPR06XX:	OPR06X0-1=AMPCR	
	OPR06X1-1=AMPCR	
	OPR06X2-1=AMPCR	
	OPR06X3-1=AMPCR	
	OPR06X4-1=AMPCR	
	OPR06X5-1=AMPCR	
	OPR06X6-1=AMPCR	
	OPR06X7-1=AMPCR	

ROUTINES DUE TO DUPLICATION OF CODE

0661	0610	0000	0000	0000	0000	0PR07XX:	0PR07X0-1=ANPCR	01100000
0662	0620	0000	0000	0000	0000		0PR07X1-1=ANPCR	01190000
0663	0630	0000	0000	0000	0000		0PR07X2-1=ANPCR	01200000
0664	0640	0000	0000	0000	0000		0PR07X3-1=ANPCR	01210000
0665	0650	0000	0000	0000	0000		0PR07X4-1=ANPCR	01220000
0666	0660	0000	0000	0000	0000		0PR07X5-1=ANPCR	01230000
0667	0670	0000	0000	0000	0000		0PR07X6-1=ANPCR	01240000
0668	0680	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01250000
0669	0690	0000	0000	0000	0000	0PR50XX:	0PR50X0-1=ANPCR	01260000
0670	0700	0000	0000	0000	0000		0PR50X1-1=ANPCR	01270000
0671	0710	0000	0000	0000	0000		0PR50X2-1=ANPCR	01280000
0672	0720	0000	0000	0000	0000		0PR50X3-1=ANPCR	01290000
0673	0730	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01300000
0674	0740	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01310000
0675	0750	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01320000
0676	0760	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01330000
0677	0770	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01340000
0678	0780	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01350000
0679	0790	0000	0000	0000	0000	0PR51XX:	0PR51X0-1=ANPCR	01360000
067A	07A0	0000	0000	0000	0000		0PR51X1-1=ANPCR	01370000
067B	07B0	0000	0000	0000	0000		0PR51X2-1=ANPCR	01380000
067C	07C0	0000	0000	0000	0000		0PR51X3-1=ANPCR	01390000
067D	07D0	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01400000
067E	07E0	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01410000
067F	07F0	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01420000
0680	0800	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01430000
0681	0810	0000	0000	0000	0000	0PR52XX:	0PR52X0-1=ANPCR	01440000
0682	0820	0000	0000	0000	0000		0PR52X1-1=ANPCR	01450000
0683	0830	0000	0000	0000	0000		0PR52X2-1=ANPCR	01460000
0684	0840	0000	0000	0000	0000		0PR52X3-1=ANPCR	01470000
0685	0850	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01480000
0686	0860	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01490000
0687	0870	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01500000
0688	0880	0000	0000	0000	0000	0PR53XX:	0PR53X0-1=ANPCR	01510000
0689	0890	0000	0000	0000	0000		0PR53X1-1=ANPCR	01520000
068A	08A0	0000	0000	0000	0000		0PR53X2-1=ANPCR	01530000
068B	08B0	0000	0000	0000	0000		0PR53X3-1=ANPCR	01540000
068C	08C0	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01550000
068D	08D0	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01560000
068E	08E0	0000	0000	0000	0000	0PR70XX:	0PR70X0-1=ANPCR	01570000
068F	08F0	0000	0000	0000	0000		0PR70X1-1=ANPCR	01580000
0690	0900	0000	0000	0000	0000		0PR70X2-1=ANPCR	01590000
0691	0910	0000	0000	0000	0000		0PR70X3-1=ANPCR	01600000
0692	0920	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01610000
0693	0930	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01620000
0694	0940	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01630000
0695	0950	0000	0000	0000	0000		ILLEGAL-1=ANPCR	01640000
							ILLEGAL-1=ANPCR	01650000
							ILLEGAL-1=ANPCR	01660000
							ILLEGAL-1=ANPCR	01670000
							ILLEGAL-1=ANPCR	01680000
							ILLEGAL-1=ANPCR	01690000
							ILLEGAL-1=ANPCR	01700000
							ILLEGAL-1=ANPCR	01710000
							ILLEGAL-1=ANPCR	01720000
							ILLEGAL-1=ANPCR	01730000
							ILLEGAL-1=ANPCR	01740000
							ILLEGAL-1=ANPCR	01750000
							ILLEGAL-1=ANPCR	01760000
							ILLEGAL-1=ANPCR	01770000

SPRINT MESSAGE & RETURN TO HALFFETCH
 SPRINT MESSAGE & RETURN TO HALFFETCH
 SPRINT MESSAGE & RETURN TO HALFFETCH

[illegible]

AD-A035 885

NAVAL POSTGRADUATE SCHOOL MONTEREY CALIF
EMULATION OF THE AN/UYK-7 TACTICAL DATA COMPUTER ON THE BURROUG--ETC(U)
DEC 76 J M HAGGERTY, J M HARTLING

F/G 9/2

UNCLASSIFIED

NL

2 of 2

AD-A035 885



END

DATE

FILMED

3-77

98

0165	0009	A0C0	0030	00F0	A1 R=B	ISOLATES S-FIELD	0413CC00 D
0166	0009	2C56	0030	00F0	LIT AND B=B		0414CC00 D
0167	0009	2C80	0C3C	00F0	LIT=0=HAR		0415CC00 D
0168	0100	0000	0C30	00A0	16=SA; SBASE=LIT	SSAR SETUP FOR USE BY KS ROUTINES	0416CC00 D
0169	0009	0003	0030	00FC	WHEN RDC THEN BEX;EXEC	SSAR EXCEPT CA AND REPLACE REPEAT	0417CC00 D
016A	AC20	0000	0C30	00FC	A3=0=HAR2		0418CC00 D
016B	0009	EC43	0C1C	00F0	JUMP,HR2;IF RDC	SHAR2=Y+B(0)+S(0)	0419CC00 D
016C	0020	0000	0C30	00FC	YSABNORMAL: SCALED FROM YSTORE; AMPCR=K-HANDLER;B=B(0)	ISOLATE SPEC COND BITE	0420CC00 D
016D	0009	C000	7C00	00F0	A2 R=A3		0421CC00 D
016E	0070	0000	0000	00A0	21=SA; 7=LIT		0422CC00 D
016F	0009	E156	9000	00F0	A3 AND LIT R=A3		0423CC00 D
0170	1000	0000	0030	0000	1=SA		0424CC00 D
0171	5419	E152	0000	00F0	IF NOT LST THEN A3 EOL LIT;SKIP		0425CC00 D
0172	0060	0C00	0000	00A0	YSREP-1=MPCR	SHUST BE REPEAT STORE	0426CC00 D
0173	0030	0000	0000	00E0	3=LIT	SCODE FOR CHAR ADDR.	0427CC00 D
0174	6819	0C00	0030	00F0	IF TRUE THEN SKIP	STEST FOR CA	0428CC00 D
0175	0070	0000	0000	00A0	YSABN-1=MPCR	SMOT CHAR ADDRESSING	0429CC00 D
0176	0000	0000	0000	00E0	CHARSTORE-1=CPCR	SCA STORE CHAR AND RETURN	0430CC00 D
0177	0A50	0000	0C30	00A0	IFETCH-1=MPCR		0431CC00 D
0178	0009	0000	1000	00F0	YSABN: S=REPEAT/OPT. INDIR./INDIR.	NOT CHAR ADDR.	0432CC00 D
0179	0180	0000	0000	00E0	YADDR=LIT	READ PRECALCULATED ADDRESS OF Y	0433CC00 D
017A	1680	0000	0030	00A0	YSTORE-1=MPCR	ADDRESS OF PRECALC. Y-ADDR.	0434CC00 D
017B	3419	A0C1	1000	00F0	IF NOT LC2 THEN A1 L=A3;CSAR;SKIP	SLET YSTORE READ/WRITE USING K	0435CC00 D
017C	1770	0000	0000	00A0	YSABN-1=MPCR	REPLACE THEN USE PRECALC ADDR OF Y	0436CC00 D
017D	9070	00C0	0000	0050	COMP 19=SA;7=LIT		0437CC00 D
017E	1620	0000	0000	00A0	YSTORE-1=MPCR	SMOT REPLACE REPEAT CALC ADDRESS	0438CC00 D
017F	0009	0000	0000	00F0	CHARSTORE: SCALED FROM YSTORE IF CHAR ADDR.;HASK WORD IN MIR BY V BITS;0430CC00 D		0439CC00 D
0180	01A0	0000	0000	00E0	XSNIFF BACK TO P POSIT. AND OUTPUT TO Y. IF SINGLE CA TO Y ADDR.0440CC00 D		0440CC00 D
0181	0009	0000	0030	00F0	SIN (19) ELSE TO Y OR Y+1 AT (19) DEPENDING ON LC1=P-V LT 0 = P		0441CC00 D
0182	AC08	0000	0C30	00F0	SOR P-W GE 0 = P;UPDATE P AND STORE AT ADDRESS (2C).		0442CC00 D
0183	0009	0C40	9030	00F0	LMAR	SMOT REPLACE REPEAT CALC ADDRESS	0443CC00 D
0184	A030	0000	0000	0000	IAN=LIT		0444CC00 D
0185	0009	E152	0000	00F0	HR2;IF RDC		0445CC00 D
0186	6419	0C40	9030	00F0	WHEN RDC THEN BEX	ISOLATE BITS 31 & 30	0446CC00 D
0187	0070	0000	0C00	00A0	B R=A3		0447CC00 D
0188	31F0	0000	0030	00A0	30=SA; 3=LIT	ISOLATE BITS 31 & 30	0448CC00 D
0189	0009	E156	4030	00F0	A3 EOL LIT	SEQUENTIAL CA CHECK	0449CC00 D
0190	0009	E0C0	0000	00F0	IF FALSE THEN B R=A3; SKIP	ISOLATE BITS 31 & 30	0450CC00 D
0191	0009	EC56	0030	00F0	STORES0-1=MPCR	ISOLATE BITS 31 & 30	0451CC00 D
0192	AC08	A0F0	0030	00F0	20=SA;31=LIT	ISOLATE BITS 31 & 30	0452CC00 D
0193	0009	0C41	0030	00F0	A3 AND LIT -A1	ISOLATE BITS 31 & 30	0453CC00 D
0194	0009	EC41	0F00	00F0	A3 R=B;LMAR	ISOLATE BITS 31 & 30	0454CC00 D
0195	0009	0C41	0000	00F0	YADDR=LIT;5=SA	ISOLATE BITS 31 & 30	0455CC00 D
0196	0009	0C41	0000	00F0	LIT AND B=SA;HR1;IF RDC	ISOLATE BITS 31 & 30	0456CC00 D
0197	9020	0000	0000	00FC	31=LIT	ISOLATE BITS 31 & 30	0457CC00 D
0198	0009	0000	0000	0000	WHEN RDC THEN CSAR;BEX	ISOLATE BITS 31 & 30	0458CC00 D
0199	0009	0000	0000	0000	B11 R=A3	ISOLATE BITS 31 & 30	0459CC00 D
0200	0009	0000	0000	0000	B=HAR2;HR2;IF RDC	ISOLATE BITS 31 & 30	0460CC00 D
0201	0009	0000	0000	0000	A3 AND B=HR	ISOLATE BITS 31 & 30	0461CC00 D
0202	0009	0000	0000	0000	WHEN RDC THEN A1=SA;BEX	ISOLATE BITS 31 & 30	0462CC00 D
0203	0009	0000	0000	0000	B C=0;CSAR	ISOLATE BITS 31 & 30	0463CC00 D
0204	0009	0000	0000	0000	A3 MRI 0=8B1	ISOLATE BITS 31 & 30	0464CC00 D
0205	0009	0000	0000	0000	B C=HR	ISOLATE BITS 31 & 30	0465CC00 D
0206	0009	0000	0000	0000	WHEN SAI THEN JUMP	ISOLATE BITS 31 & 30	0466CC00 D
0207	0009	0000	0000	0000	STORES0: S=0 CHAR ADDR.;0=ICV,A3=0C/N/P	ISOLATE BITS 31 & 30	0467CC00 D
0208	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0468CC00 D
0209	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0469CC00 D
0210	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0470CC00 D
0211	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0471CC00 D
0212	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0472CC00 D
0213	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0473CC00 D
0214	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0474CC00 D
0215	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0475CC00 D
0216	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0476CC00 D
0217	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0477CC00 D
0218	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0478CC00 D
0219	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0479CC00 D
0220	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0480CC00 D
0221	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0481CC00 D
0222	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0482CC00 D
0223	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0483CC00 D
0224	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0484CC00 D
0225	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0485CC00 D
0226	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0486CC00 D
0227	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0487CC00 D
0228	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0488CC00 D
0229	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0489CC00 D
0230	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0490CC00 D
0231	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0491CC00 D
0232	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0492CC00 D
0233	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0493CC00 D
0234	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0494CC00 D
0235	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0495CC00 D
0236	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0496CC00 D
0237	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0497CC00 D
0238	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0498CC00 D
0239	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0499CC00 D
0240	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0500CC00 D
0241	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0501CC00 D
0242	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0502CC00 D
0243	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0503CC00 D
0244	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0504CC00 D
0245	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0505CC00 D
0246	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0506CC00 D
0247	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0507CC00 D
0248	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0508CC00 D
0249	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0509CC00 D
0250	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0510CC00 D
0251	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0511CC00 D
0252	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0512CC00 D
0253	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0513CC00 D
0254	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0514CC00 D
0255	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0515CC00 D
0256	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0516CC00 D
0257	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0517CC00 D
0258	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0518CC00 D
0259	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0519CC00 D
0260	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0520CC00 D
0261	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0521CC00 D
0262	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0522CC00 D
0263	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0523CC00 D
0264	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0524CC00 D
0265	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0525CC00 D
0266	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0526CC00 D
0267	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0527CC00 D
0268	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0528CC00 D
0269	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0529CC00 D
0270	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0530CC00 D
0271	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0531CC00 D
0272	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0532CC00 D
0273	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0533CC00 D
0274	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0534CC00 D
0275	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0535CC00 D
0276	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0536CC00 D
0277	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0537CC00 D
0278	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0538CC00 D
0279	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0539CC00 D
0280	0009	0000	0000	0000		ISOLATE BITS 31 & 30	0540CC00 D

0158	1809	0C48	9038	08F0	0 R=A3	SB=ICW;A3=0C;V/P	04730C00 D
0159	01F0	0000	0000	08A0	20=SAI;J31-LIT		04740C00 D
015A	0809	0156	4030	08F0	A3 AND LIT=A1	SAL=P-VALUE	04750C00 D
015B	0809	0000	9000	08F0	A3 R=A3	SA3=0C;V	04760C00 D
015C	9000	0000	0000	0800	S=BAR		04770C00 D
015D	0809	0156	0830	08F0	A3 AND LIT=B,SAR	SB=BAR=V	04780C00 D
015E	0809	AC5E	4030	40F0	A1-B=A1;CSAR,LNAR	SP-U=P-A1;SAR=COMP V;MAR=Y LOCATOR	04790C00 D
015F	01B0	0800	0830	08E0	YADDR=LIT		04800C00 D
0160	7409	ADDE	4030	08F0	IF NOT ADV THEN A1-1=A1		04810C00 D
0161	0FC9	2C5E	4030	08F0	IF NOT THEN LIT-B=A1;SET LC1	SA1=32-V-P	04820C00 D
0162	7409	ADDE	4000	08F0	IF NOT ADV THEN A1-1=A1		04830C00 D
0163	0809	0010	9000	08F0	01A1 R=A3;NR1;IF ROC	SA3=MASK W BITS LONG	04840C00 D
0164	AC08	0000	0C00	08F0	WHEN ROC THEN DEX	SB=Y-ADDRESS	04850C00 D
0165	2FD9	0C46	001C	08F0	IF LC1 THEN 0-1=MAR2,0MI;SET LC1;SKIP		04860C00 D
0166	01A6	0809	0C43	001C	0-MAR2;0MI	SB=DATA;MAR2=Y OR Y+1 ADDRESS	04870C00 D
0167	AB09	AB00	0000	08F0	A1=BAR;NR2;IF ROC	SSAR=NEW P; READ (Y)	04880C00 D
0168	AC08	EC56	0C30	08F0	WHEN ROC THEN A3 AND 0-MIR,DEX	SB=(Y) SHIFTED BY P	04890C00 D
0169	0809	EC44	0F30	08F0	A3 NR1 0-001	SB=(Y) MASKED UNED WITH DATA	04900C00 D
016A	0809	0C41	0030	08F0	0 C-MIR	RESTORE TO POSITION AND OUTPUT	04910C00 D
016B	0809	0000	0C30	1CF0	NR2;IF SAI		04920C00 D
016C	7C08	AB01	0030	08F0	WHEN SAI THEN A1 L-MIR,LNAR	RP LEFT JUSTIFIED TO POSITION	04930C00 D
016D	01AC	0000	0000	0030	LIT=LIT;COMP 20=BAR		04940C00 D
016E	AB09	2001	1000	08F0	LIT L-A3;NR1;IF ROC	IREAD ADDRESS OF ICW	04950C00 D
016F	01F0	0000	0030	08E0	31-LIT		04960C00 D
0170	AC08	0000	0C30	0CF0	WHEN ROC THEN DEX,LNAR	IREAD HOME ADDRESS OF ICW	04970C00 D
0171	01C0	0000	0030	08E0	YADDR=LIT	ADDRESS OF ADDRESS OF IAW	04980C00 D
0172	AB09	EC56	0F30	08F0	A3 AND 0-001;NR1;IF ROC	SB=NEW ICW	04990C00 D
0173	AC08	0C40	0C30	08F0	WHEN ROC THEN 0-MIR,DEX	SMIR=NEW ICW;B-ADDRESS OF OLD ICW	05000C00 D
0174	0809	0C43	001C	08F0	0-MAR2	ADDRESS OF OLD ICW	05010C00 D
0175	7809	0000	0030	1CF0	NR2;IF SAI		05020C00 D
0176	7820	0000	0000	08F0	WHEN SAI THEN JUMP	SRETURN FROM WHERE CALLED	05030C00 D
0177	7406	0000	0030	08F0	KSTABLE; WAIT		05040C00 D
0178	0808	0000	0030	08C0	KS1-1=AMPCR. KS2-1=AMPCR. KS3-1=AMPCR		05050C00 D
0179	0808	0000	0030	08C0			
0180	08CC	0000	0030	08CC	KS4-1=AMPCR. KS5-1=AMPCR. KS6-1=AMPCR. KS7-1=AMPCR		
0181	0808	0000	0030	08C0			
0182	08EC	0000	0030	08C0			
0183	08FE	0000	0000	08C0			
0184	0C00	0000	0000	08C0			
018F	AC08	0000	0C30	0CF0	KS1:	SA 15-0)=Y 15-0	05070C00 D
0190	0809	0C40	0830	08F0	WHEN ROC THEN DEX		05080C00 D
0191	0000	0000	0030	0020	0 R=0	SY31-16 UNCHANGED	05090C00 D
0192	0809	0C41	1030	03F0	16 = SAR		05100C00 D
0193	0809	0C41	0830	08F0	0 L=A3;0MI	SA3=Y31-16	05110C00 D
0194	0809	0C41	0830	08F0	0 L=0		05120C00 D
0195	0809	0C40	0830	08F0	0 R=0	SA 15-0)=Y 15-0	05130C00 D
0196	0809	EC5C	0030	08F0	A3 OR 0-MIR		05140C00 D
0197	0C10	0000	0000	0840	OUTPUT2HORET-1-MPCR		05150C00 D
0198	AC08	0000	0C30	08F0	SA 15-0)=Y 31-16		05160C00 D
0199	0809	0C41	0830	08F0	WHEN ROC THEN DEX	SY 15-0 UNCHANGED	05170C00 D
019A	0000	0000	0030	0020	0 L=0		05180C00 D
019B	0809	0C40	9000	08F0	16 = SAR		05190C00 D
019C	0000	0000	0030	0020	0 R=A3;0MI	SA3=Y 15-0	05200C00 D
019D	0809	0C41	0830	08F0	0 L=0		05210C00 D
019E	0809	EC5C	1030	08F0	A3 OR 0-A3-MIR		05220C00 D
019F	0C20	0000	0030	0840	OUTPUT2HORET-1-MPCR		05230C00 D
019A	AC08	0000	0C30	08F0	SA 15-0)=Y 31-0		05240C00 D
019B	0809	0C41	0830	08F0	WHEN ROC THEN DEX		05250C00 D
019C	0809	EC5C	1030	08F0	OUTPUT2HORET-1-MPCR		05260C00 D
019D	0C20	0000	0030	0840	SA 7-0)=Y 7-0		05270C00 D
019E	AC08	0000	0C30	08F0			
019F	0C30	0000	0000	0040			

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0100 AC08 0000 0C30 00F0
0101 0000 0000 0000 00F0
0102 0000 0C40 0000 00F0
0103 0000 0C41 1000 00F0
0104 0000 0C41 0000 00F0
0105 0000 0C40 0000 00F0
0106 0000 EC5C 1000 00F0
0107 0C4E 0000 0000 0000

0108 AC08 2001 1C00 00F0
0109 00F0 0000 0000 0000
010A 0000 EC40 1000 00F0
010B 0000 0C41 0000 00F0
010C 0000 0C40 0000 00F0
010D 0000 0C40 0000 00F0
010E 0000 EC5C 1000 00F0
010F 0C50 0000 0000 0000

0110 AC08 2301 1C30 00F0
0111 00F0 0000 0000 0000
0112 0000 EC44 1000 00F0
0113 0000 0C41 0000 00F0
0114 0000 0000 0000 0000
0115 0000 0C40 0000 00F0
0116 0000 EC5C 1C00 00F0
0117 0C6C 0000 0000 0000

0118 AC08 0000 0C0C 00F0
0119 0000 0C41 0000 00F0
011A 0000 0000 0C30 0000
011B 0000 0C40 0000 00F0
011C 0000 0C41 0000 00F0
011D 0000 EC5C 1C00 00F0
011E 0C70 0000 0000 0000

011F 0000 0000 0000 00F0
0120 0C0C 0000 0000 0000

0121 0000 0C01 1000 00F0
0122 0000 0000 0000 0000
0123 0000 EC5C 0000 00F0
0124 0C50 0000 0000 0000

0125 0000 2001 1C00 00F0
0126 0000 0000 0000 0000
0127 0000 EC5C 0000 00F0
0128 0C40 0000 0000 0000

0129 0000 2301 1000 00F0
012A 0000 0000 0000 0000
012B 0000 EC5C 0000 00F0
012C 0C0C 0000 0000 0000

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WHEN RDC THEN BEX
 B-SAR
 B R-B,CSAR
 B L-A3,BMI,CSAR
 B L-B,CSAR
 B R-B
 A3 OR B-A3,MIR
 OUTPUT2MORET-1-MPCR
 S(A7-0)>Y15-0
 WHEN RDC THEN LIT L = A3,CSAR,BEX
 255 = LIT; COMP 0 = SAR
 A3 MIR B-A3,BMI
 B L-B
 B R-B
 16-SAR
 A3 OR B-A3,MIR
 OUTPUT2MORET-1-MPCR
 S(A7-0)>Y23-16
 WHEN RDC THEN LIT L-A3,BEX
 255=LIT;16-SAR
 A3 MIR B-A3,BMI
 B L-B
 COMP 24 = SAR
 B R-B
 A3 OR B-A3,MIR
 OUTPUT2MORET-1-MPCR
 S(A7-0)>Y31-24
 WHEN RDC THEN BEX
 B L-B,CSAR
 COMP 0 = SAR
 B R-A3,BMI
 B L-B
 A3 OR B-A3,MIR
 OUTPUT2MORET-1-MPCR
 S(A7-0) IN B(15-0)

K55:
 K56:
 K57:
 S
 S
 S ***** SUBR. FOR I/O FUNCTIONS *****
 10UNPREG:
 10UNPAD: S8=ADDRESS 10 PRINT
 1 L = A3
 COMP 16 = SAR
 A3 OR B-A3,MIR
 SIGLOADER-1-MPCR
 CARDREAD: SREAD A CARD INTO ADDRESS IN B
 LIT L-A3
 2=LIT;COMP 16-SAR
 A3 OR B-MIR
 SIGLOADER1-1-MPCR
 PRINTLINE: SPRINT AN OUTPUT BUFFER ADDRESSED IN B
 LIT L-A3
 7=LIT; COMP 16-SAR
 A3 OR B-MIR
 SIGLOADER1-1-MPCR
 DISKREAD: SREAD/WRITE DISK USING INFO AT Y<(B)>.(S)
 S8=NUMBER OF WORDS
 S8+1=DISK SECTOR TO BE ACCESSED
 S8+2-3=>READ; 4=>WRITE
 S8+3=ADDRESS OF BUFFER

05200000 D
 05250000 D
 05300000 D
 05310000 D
 05320000 D
 05330000 D
 05340000 D
 05350000 D
 05360000 D
 05370000 D
 05380000 D
 05390000 D
 05400000 D
 05410000 D
 05420000 D
 05430000 D
 05440000 D
 05450000 D
 05460000 D
 05470000 D
 05480000 D
 05490000 D
 05500000 D
 05510000 D
 05520000 D
 05530000 D
 05540000 D
 05550000 D
 05560000 D
 05570000 D
 05580000 D
 05590000 D
 05600000 D
 05610000 D
 05620000 D
 05630000 D
 05640000 D
 05650000 D
 05660000 D
 05670000 D
 05680000 D
 05690000 D
 05700000 C
 05710000 D
 05720000 D
 05730000 D
 05740000 D
 05750000 D
 05760000 D
 05770000 D
 05780000 D
 05790000 D
 05800000 C
 05810000 D
 05820000 D
 05830000 D
 05840000 D
 05850000 D
 05860000 D
 05870000 D


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01FD 4009 0C43 001C 00F0
01FE 4009 0000 0000 00F0
01FF AC08 0F46 0C1C 00F0
0200 4009 0C91 1090 00F0
0201 0000 0000 0000 0020
0202 AC08 0F46 0C1C 00F0
0203 4009 EC5C 1090 00F0
0204 AC08 0F46 0C1C 00F0
0205 4009 0C91 1090 00F0
0206 AC08 0000 001C 00F0
0207 4009 E000 0090 00F0
0208 4009 AC5C 1090 1CFC
0209 9C08 AC5C 0C90 00F0
020A 0A5C 0C00 0C30 00C0

020B 4009 0010 0C1D 00F0
020C 4009 0000 0000 1CFC
020D 1ACB 0000 0000 00F0
020E 49C9 0000 0000 00F0
020F 9040 0000 0030 00F0
0210 8ACB 0000 0002 00F0
0211 0908 0000 0000 00F0
0212 200D 0000 0000 00F0
0213 10A0 0000 0000 00F0

0214 4009 0C41 0000 00F0
0215 005C 0000 0030 00A0
0216 4009 2C5D 0000 00F0
0217 20A0 0000 0000 0060
0218 4009 C0C1 0030 00F0
0219 0060 0000 0030 00E0
021A 3019 2C5D 0090 00FC
021B 2090 0000 0030 00A0
021C 00C0 0000 0030 00C0
021D 20A0 0000 0090 00A0
021E 4010 0000 0000 00F0
021F 4009 0000 0030 00F0
0220 2130 0000 0030 00A0
0221 405B 2000 0000 00F0
0222 4009 2000 0090 00F0
0223 0030 0000 0000 00E0
0224 2130 0000 0030 00A0
0225 4010 0000 0000 00F0
0226 4009 00C0 0000 00F0
0227 2130 0000 0030 00A0

0228 4009 C000 0030 00F0
0229 010C 0000 0000 00E0
022A 0CCC 0000 0030 00A0

022B 4009 0000 0030 00F0
022C 010C 0000 0000 00E0
022D 4009 0000 0030 00F0
022E AC08 0000 00C0 00F0

B=MAR2
NR2; IF RDC
WHEN RDC THEN BMAR+1=MAR2,BEX
B L=A3;NR2;IF RDC SA3=NUM WORDS/0
COMP 16=SA3
WHEN RDC THEN BMAR+1=MAR2,BEX
A3 OR B=A3;NR2;IF RDC SA3=NUM WORDS/SECTOR
WHEN RDC THEN BMAR+1=MAR2,BEX
B L=A1;NR2;IF RDC SA1=3 OR 4/0
WHEN RDC THEN B110=MAR2
A3=MIR
A1 OR B=A1;NR2;IF SA1 SA1=3-4/ADDRESS
WHEN SA1 THEN A1=MIR
SIGLOADER1: IFETCH-1=AMPCR
SIGLOADER:
B111=MAR2,CTR
NR2; IF SA1
IF GC2 THEN RESET GC2; STEP ELSE SKIP
SET LC1 SIGNALS GC2 MUST BE RESET
WHEN SA1 THEN RESET GC1
INC;WHEN COV THEN RESET GC2;STEP
SET GC1;WHEN GC1 THEN STEP
IF LC1 THEN STEP ELSE JUMP
SET GC2; WHEN GC2 THEN JUMP

ERRORS0: 3D=NUMBER OF ERROR MESSAGE TO BE PRINTED
30=ILLEGAL INSTRUCTION
31=INSTRUCTION NOT IMPLEMENTED
32=SQUARE ROOT OF NEGATIVE NUMBER
B L=B
16=SA3;5=LIT
LIT OR B C=MIR
SIGLOADER-1=CFPCR
A2 L=B
6=LIT
LIT OR B C=MIR;IF LC2 THEN SKIP
SIGLOADER-1=MPCR
HALFFETCH=AMPCR
SIGLOADER-1=MPCR
ILLEGAL: 0=07SKIP
ILLEGAL: 0=08SET LC2
ERRORS0-1=MPCR
ILLEGALCMR1: LIT=0;SET LC2;SKIP
ILLEGALCMR: LIT=0
3=LIT
ERRORS0-1=MPCR
UNWRITTEM: 1=0;SKIP
UNWRITTEM: 1=0;SET LC2
ERRORS0-1=MPCR
S ***** SUBR. FOR REGISTER STORES *****
PUTPAR: A2=MIR,LMAR
PAR=LIT
OUTPUT1-1=MPCR
GETPAR: LMAR
PAR=LIT
NR1;IF RDC
WHEN RDC THEN BEX

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0265 2020 0000 0000 0000
0266 20E0 0000 0000 0000

0267 2019 0000 0000 0000
0268 0A50 0000 0000 0000
0269 0000 0000 0000 0000
026A 0000 0001 0000 0000
026B 0000 EC5C 2000 0000
026C 2270 0000 0000 0000
026D 0A50 0000 0000 0000

026E 0000 0001 1000 0000
026F 2000 0000 0000 0000
0270 0000 0000 0000 0000
0271 0000 0000 0000 0000
0272 0000 E156 0000 0000
0273 1000 0000 0000 0000
0274 0000 E156 0000 0000
0275 0000 0000 0000 0000
0276 0000 2C52 0000 0000
0277 0000 0000 0000 0000
0278 0000 2F40 0000 0000
0279 0000 0000 0000 0000
027A 0000 2C52 0000 0000
027B 0000 0000 0000 0000
027C 0000 0000 0000 0000
027D 2000 0000 0000 0000
027E AC10 0000 0000 0000
027F 0000 E156 0000 0000
0280 0000 0000 0000 0000
0281 0000 0000 0000 0000
0282 0000 2C56 1000 0000
0283 0000 E156 0000 0000
0284 0000 0000 0000 0000
0285 7000 E156 0000 0000
0286 AC20 0000 0000 0000

0287 0000 0000 0000 0000
0288 2000 0000 0000 0000
0289 0A50 0000 0000 0000

028A 0000 EC52 0000 0000
028B 0019 0010 A000 0000
028C 0000 000F AC00 0000

028D 0000 0000 0000 0000
028E 0000 EC4C 0000 0000
028F 0000 EC5E 0000 0000
0290 7000 000F AC00 0000
0291 7000 000F A000 0000
0292 4020 0010 A000 0000

JUMP, IF LC1
JUMP, IF LC1 THEN SET LC1
***** JUMP SUBROUTINES *****
PUTJUMP, SA3-JUMP ADDRESS, STORE IN A3, PAR
IF LC1 THEN A2 R-A2, SKIP
IFETCH-1-MPCR
16-SAR
A2 L-8, IF LC2
A3 OR B-A2
PUTPAR-1-CPCR
IFETCH-1-MPCR

***** SHIFT SUBROUTINES *****
SHIFTAMOUNT, RETURNS B-(A-REG), MAR=A-ADDR, SAR=SHIFTAMOUNT
A1 L-A3
COMP 6-SAR
A3 R-A3
22-SAR
A3 AND LIT R-MAR
14-LIT, 1-SAR
A3 AND LIT R-8
96-LIT, 5-SAR
LIT EOL B, SAR
2-LIT
IF TRUE THEN LIT-B, MAR=MAR, SET LC1
BASE=LIT
LIT EOL B, IF RDC
3-LIT
IF TRUE THEN SET LC1
IF LC1 THEN MAR, STEP ELSE SKIP
WHEN RDC THEN BEX, SKIP
A3 AND LIT B
63-LIT, 7-SAR
A3 R-MAR, CTR
LIT AND B-SAR, A3, MAR, IF RDC
A3 000 LIT
32-LIT
IF TRUE THEN A3-LIT-SAR, SET LC1
WHEN RDC THEN BEX, JUMP
18-(A-REG), MAR=A-ADDR, PAR=SHIFT AMT.

***** COMPARE SUBROUTINES *****
SETCOMPARE, COMPARE A(B) WITH A(C) AND SET CO BITS
HALF-ETCH=AMPCR
IF LC1 THEN STEP ELSE SKIP
IFETCH-1-MPCR
A3 EOL B, SET LC2
IF TRUE THEN A2 OR 9100 C-A2, CSAR, SKIP
A2 AND B011 C-A2, CSAR
8 GREATER THEN EQUAL TO BIT NON IN MSB
31-SAR
A3 XOR B
A3 LSS B
IF FALSE THEN A2 AND B011 C = A2, JUMP ELSE SKIP
IF TRUE THEN A2 AND B011 C=A2, JUMP
A2 OR 9100 C-A2, JUMP
SA2 RESTORED TO NORMAL BEFORE EXIT TO WHERE CALLED FROM

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0293 4889 0808 1021 00F0
0294 11FC 0000 0000 0000
0295 4889 0C41 0002 00F0
0296 5089 0C00 1090 00F0
0297 8829 0000 0020 00F0
0298 234C 0000 0030 0040

0299 4889 0000 5001 00F0
029A 11F0 0000 0000 0000
029B 2889 0C52 0000 00F0
029C 640D 0C4C 0C00 00F0
029D 48C9 0000 0C00 00F0
029E 4C09 0C02 2000 00F0
029F 4889 0C40 0C00 00F0
02A0 4C09 0C42 0000 00F0
02A1 4889 0000 A032 00F0
02A2 5C19 0C40 0C00 00F0
02A3 4889 A000 0C00 00F0
02A4 5C09 F01C 1000 00F0
02A5 8406 0000 9000 00F0
02A6 2A00 0000 000C 0000
02A7 2C0D E002 1000 00F0
02A8 402D A002 4000 00F0

02A9 4889 0000 6001 00F0
02AA 91E0 0000 0020 0000
02AB 4889 0C52 0000 00F0
02AC 68E9 0C00 0030 00F0
02AD 4FC9 E002 1000 00F0
02AE A089 0C40 0030 00F0
02AF 4C09 1450 0000 00F0
02B0 4889 E001 1000 00F0
02B1 4C09 A0DC 4030 00F0
02B2 4889 A05E 0000 00F0
02B3 7C0B C0DC 2030 00F0
02B4 4889 A05E 4030 00F0
02B5 8019 0000 0002 00F0
02B6 0C0C 0000 0000 0000
02B7 4889 A001 4030 00F0
02B8 4889 C001 2030 00F0
02B9 48E9 0000 0030 00F0
02BA 2AF0 0000 003C 0000
02BB 3C19 C0C1 2001 00F0
02BC 0C00 0000 0000 004C
02BD 4889 0C40 1000 00F0
02BE AC08 A001 4C30 00F0
02BF 4889 EC4C 1000 00F0
02C0 4889 EC4C 0800 00F0
02C1 4889 EC4C 1C30 00F0
02C2 2FC9 E002 1000 00F0
02C3 2AF0 0000 0030 0040

S ***** BIT COUNT SUBROUTINE *****
COUNTONES:  SCOUNT NUMBER OF ONES IN B AND RETURN COUNT IN A3,MIR
              0-A3,LCTR
              31=LIT11-SAR
CHECKLSB:    B C=0,INC
              IF LST THEN A3+1=A3,MIR
              IF COV THEN JUMP
CHECKLSB-1=HPCR

S ***** MULTIPLY SUBROUTINE *****
MULTIPLY:    SA2 AND B CONTAIN OPERATORS
              0-A1,A3,LCTR
              31=LIT11-SAR
              0 EOL B1IF LC1
              IF FALSE THEN A2 XOR B,STEP ELSE JUMP
              A2,IF MST THEN SET LC1
              IF MST THEN NOT A2=A2
              B
              IF MST THEN NOT B=B
              A2 R=A2,INC
              IF LST THEN A1+B R=A1,SKIP SA1=MOST SIGNIFICANT
              A1 R=A1
              IF LST THEN A3 OR B100=A3 SA3=LEAST SIGNIFICANT
              IF NOT COV THEN A3 R=A3,STEP ELSE SKIP
              MULTI-1=HPCR
              IF LC1 THEN NOT A3=A3,STEP ELSE JUMP
              NOT A1=A1,JUMP

S ***** DIVIDE SUBROUTINE *****
DIVIDE:      SB=DIVISOR, A3=MOST DIVIDEND, MAR=LEAST DIVIDEND ADDRESS
              0-A1,A2,LCTR,SET LC2
              30=LIT1,COMP 1-SAR
              0 EOL 0
              A3, IF TRUE THEN SET LC1,JUMP OVERFLOW->DIVISION BY ZERO
              IF MST THEN NOT A3=A3,SET LC1
              B,MRA,IF RDC
              IF MST THEN DIFF=B
              DIV1:  A3 L=A3
                  IF MST THEN A1 OR B001=A1
                  A1 LSS B011
                  IF FALSE THEN A2 OR B001=A2,STEP ELSE SKIP
                  A1-B011=A1
                  INC,IF NOT COV THEN SKIP
                  DIV2-1=HPCR
                  A1 L=A1
                  A2 L=A2
                  IF MST THEN SET LC1,JUMP
                  DIV1-1=HPCR
                  IF LC2 THEN A2 L=A2,LCTR,SKIP
                  DIV3-1=HPCR
                  B=A3
                  WHEN RDC THEN A1 L=A1,BEX SB=LEAST DIVIDEND
                  A3 XOR B=A3
                  A3 XOR B=B
                  A3 XOR B=A3
                  IF LC1 THEN NOT A3=A3,SET LC1
                  DIV1-1=HPCR

S *****

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106

02FA	4809 0000 0000 00F0	LNAR		00000000 D
02FB	0180 0000 0000 00E0	YADDR=LIT		00000000 D
02FC	4809 0000 0000 00F0	MR1 IF RDC		00000000 D
02FD	AC08 0000 0C00 00F0	WHEN RDC THEN BEX		00000000 D
02FE	4809 EC40 0030 00F0	A3 + B = MIR	X Y=Y+B(B)+S(6)	00010000 D
02FF	2300 0000 0030 0060	OUTPUT1-1 = CPCR	X Y + SY = Y	00020000 D
0300	0830 0000 0000 0040	IFETCH2 -1 = MPCR		00030000 D
0301	4809 0640 0030 00F0	S6YFETCH:	X Y,S,B => A1	00040000 D
0302	4809 A000 9000 00F0	AMPCR = MIR		00050000 D
0303	1070 0000 0000 00A0	A1 R = A3		00060000 D
0304	4809 E156 1000 00F0	7 = LIT; 17 = SAR		00070000 D
0305	4809 E140 000C 00F0	A3 AND LIT = A3		00080000 D
0306	0080 0000 0030 00E0	A3 + LIT = MAR	X B(B)	00090000 D
0307	4809 A0C1 0800 48F0	BBASE = LIT		00100000 D
0308	9160 0000 0030 0050	A1 L = B,CSAR; MR1 IF RDC		00110000 D
0309	AC08 0C40 9C00 00F0	S6=LIT;COMP 19=SAR	X B(B) => B	00120000 D
030A	4809 EC40 1008 00F0	WHEN RDC THEN B R = A3,BEX	X Y +B(B)> A3, S(6)=>MAR	00130000 D
030B	4809 0000 0020 00F0	A3 + B = A3,LMAR		00140000 D
030C	0180 0000 0030 00E0	MR1 IF RDC		00150000 D
030D	AC08 0000 0C0C 00F0	YADDR=LIT		00160000 D
030E	4809 EC40 0D38 00F0	WHEN RDC THEN BEX	X S(6)=>B	00170000 D
030F	2300 0000 0020 0060	A3+B=MIR,BMI,LMAR	X MIR=Y+B(B)+S(6)	00180000 D
0310	4809 0C40 0040 00F0	OUTPUT1-1 = CPCR	X STORE Y AT 19	00190000 D
0311	4809 9000 0030 00F0	B = AMPCR		00200000 D
0312	4820 0000 0030 00F0	STEP		00210000 D
		JUMP		00220000 D
0313	4809 A000 9000 00F0	FETNORM:		00230000 D
0314	1070 0000 0000 00A0	A1 R = A3		00240000 D
0315	4809 E156 1000 00F0	7 = LIT; 17 = SAR		00250000 D
0316	4809 E140 003C 00F0	A3 AND LIT = A3		00260000 D
0317	0080 0000 0000 00E0	A3 + LIT = MAR	X B(B)	00270000 D
0318	4809 A0C1 0800 48F0	BBASE = LIT		00280000 D
0319	9160 0000 0030 0050	A1 L = B,CSAR; MR1 IF RDC		00290000 D
031A	AC08 0C40 9C00 00F0	31 = LIT; COMP 19 = SAR	X Y=>A3,B(B)>B	00300000 D
031B	4809 EC40 1008 00F0	WHEN RDC THEN B R = A3,BEX	X Y + B(B)>A3	00310000 D
031C	4809 A000 8800 00F0	A3 + B = A3		00320000 D
031D	9070 0000 0030 0050	A1 R = B		00330000 D
031E	4809 2C56 0800 00F0	7 = LIT; 13 = SAR		00340000 D
031F	4809 2C40 000C 00F0	LIT AND B = B		00350000 D
0320	0100 0000 0000 00E0	LIT + B = MAR	X S-FIELD	00360000 D
0321	4809 0000 0000 00E0	SBASE = LIT	X S(S)	00370000 D
0322	AC08 0000 0C00 00F0	MR1 IF RDC		00380000 D
0323	4820 EC40 101C 00F0	WHEN RDC THEN BEX		00390000 D
		A3 + B = A3,MAR2;JUMP		00400000 D
0324	4809 A000 9030 00F0	FETCHOPT0:		00410000 D
0325	1070 0000 0000 00A0	A1 R = A3		00420000 D
0326	4809 E156 1000 00F0	7 = LIT; 17 = SAR		00430000 D
0327	4809 E140 003C 00F0	A3 AND LIT = A3	X B-FIELD	00440000 D
0328	0100 0000 0030 00A0	A3 + LIT = MAR	X S(B)	00450000 D
0329	4809 A0C1 1020 00F0	SBASE = LIT; 16 = SAR		00460000 D
032A	AC08 E000 9C30 00F0	A1 L = A3; MR1 IF RDC		00470000 D
032B	4820 EC40 101C 00F0	WHEN RDC THEN A3 R = A3,BEX	X SY => A3	
		A3 + B = A3,MAR2; JUMP	X SY + S(B)	
032C	4809 A000 9030 00F0	FETCHOPT1:		
032D	1070 0000 0000 00A0	A1 R = A3		
032E	4809 E156 1000 00F0	7 = LIT; 17 = SAR		
032F	4809 E140 003C 00F0	A3 AND LIT = A3	X S-FIELD	
0330	0080 0000 0000 00A0	A3 + LIT = MAR	X R(B)	
0331	4809 A001 0800 00F0	BBASE = LIT; 16 = SAR		
		A1 L = B; MR1 IF RDC		

0332	AC08	0C40	0C80	00F0	WHEN RDC THEN B R = MIR,BEX	S Y => MIR	09480C00 D
0333	0809	E140	003C	00F0	A3 + LIT = MAR	S S(0)	09490000 D
0334	0000	0000	0000	00E0	SBASE = LIT		09500000 D
0335	0809	0C40	1000	00F0	B = A3,BMI; MR1; IF RDC	S B(0)=>A3,SY=>B	09510C00 D
0336	AC08	EC40	1C00	00F0	WHEN RDC THEN A3 + B = A3,BEX		09520C00 D
0337	0820	EC40	101C	00F0	A3 + B = A3,MAR2; JUMP	S SY=B(0)+S(B)	09530C00 D
					INDIRECT:		09540000 D
0338	0809	A000	9C00	00F0	A1 R = A3	S OPCODE	09550C00 D
0339	2300	0000	0030	00B0	48-LIT/26=SBAR		09560000 D
033A	0809	E15E	0000	00F0	A3 LSS LIT		09570C00 D
033B	7019	0000	0030	00F0	IF TRUE THEN SKIP		09580C00 D
033C	033C	0000	0000	0040	IFETCH2-1 = NPCR	S HALF-WORD INST	09590C00 D
					INDIRECT1:		09600000 D
					FETWORM-1 = CPCR	S Y=Y+B(0)+S(S)	09610C00 D
033D	3120	0000	0000	0040	INDIRECT2:		09620000 D
033E	0809	A000	C000	0CF0	A1 R = A1,CSAR; MR2; IF RDC	S Y => MAR2	09630C00 D
033F	0000	C000	0030	0020	20 = SAR		09640C00 D
0340	AC08	A001	4C30	00F0	WHEN RDC THEN A1 L = A1,BEX		09650C00 D
0341	0809	0C40	0030	00F0	B = MIR, CSAR	S (Y) = MIR	09660C00 D
0342	0809	0C41	0030	00F0	B L = B,CSAR		09670C00 D
0343	0809	0C40	0030	00F0	B R = B		09680000 D
0344	0809	AC5C	4C30	00F0	A1 OR B = A1	S REPLACE A1(19-0)	09690C00 D
0345	0809	A000	9000	00F0	A1 R = A3,BMI	S (Y)=E	09700C00 D
0346	0000	0000	0000	0020	16 = SAR		09710C00 D
0347	0809	E000	0030	0CF0	A3		09720000 D
0348	5019	0000	0000	0CF0	IF LST THEN SKIP	S A1(16)=17	09730C00 D
0349	003C	0000	0030	0040	INDIRECT3-1 = NPCR	S A1(16)=0	09740C00 D
034A	0809	0C40	9030	00F0	B R = A3	S A1(16)=1	09750C00 D
034B	9010	0000	0030	00B0	ONE = LIT/ 29 = SAR		09760C00 D
034C	0809	E150	0030	0CF0	A3 GTR LIT		09770C00 D
034D	7019	0000	0000	00F0	IF FALSE THEN SKIP		09780C00 D
034E	33C0	0000	0030	0040	INDIRECT1-1 = NPCR		09790000 D
034F	3200	0000	0000	00C0	FETCHOPT1-1 = AMPCR		09800000 D
0350	0809	E000	0030	0CF0	A3		09810C00 D
0351	5033	00C0	0C00	00F0	IF LST THEN CALL ELSE SKIP	S Y =>MAR2,(Y)=>B,MTR	09820C00 D
0352	9010	0000	0000	00F0	SKIP		09830C00 D
0353	3230	0003	000C	0040	FETCHOPT0-1 = CPCR	S SAVE (Y) = ICW	09840C00 D
0354	3300	0000	0000	0040	INDIRECT2-1 = NPCR		09850C00 D
					INDIRECT3:		09860C00 D
					LMAR		09870C00 D
0355	0809	00C0	0000	00F0	IAR=LIT		09880C00 D
0356	01A0	0000	0000	00E0	OUTPUT1-1 = CPCR		09890000 D
0357	2300	0000	0030	0040	LMAR		09900C00 D
0358	0809	00C0	0000	00F0	IARADDR=LIT		09910C00 D
0359	01C0	0000	0000	00E0	OUTPUT1-1 = CPCR	S SAVE Y = ADDR ICW	09920C00 D
035A	2300	0000	0030	0040	IF 0C2 THEN SKIP	S REPEAT	09930C00 D
035B	1019	0000	0000	00F0	INDIRECT1-1 = NPCR		09940C00 D
035C	0040	0000	003C	0040	56FETCH-1 = CPCR	S Y = Y+B(0)+S(6)	09950C00 D
035D	3000	0000	0030	0040	AI = MIR,LMAR		09960C00 D
035E	0809	A000	0030	00F0	CINST=LIT		09970C00 D
035F	0190	0000	0000	00E0	OUTPUT1-1 = CPCR	S SAVE C-1.	09980C00 D
0360	2300	0000	0000	0040	IFETCH2-1 = NPCR		09990C00 D
0361	033C	0000	0030	0040	INDIRECT4:		10000C00 D
					B R = A3	S (Y)31-29	10010C00 D
0362	0809	0C40	9030	00F0	ONE = LIT/ 29 = SAR		10020C00 D
0363	9010	0000	0000	00F0	A3 GTR LIT		10030C00 D
0364	0809	E150	000C	0CF0	IF FALSE THEN SKIP	S SKIP FOR OPTIONAL INDIRECTION	10040C00 D
0365	7019	0000	0000	00F0	INDIRECT6-1 = NPCR	S NORMAL OR CA	10050C00 D
0366	003C	0000	0030	0040	B100 R = B		10060C00 D
0367	0809	1000	0000	00F0	ZERO=LIT/ 0=SBAR		10070000 D
0368	0000	00C0	0000	0030			

0369	4809	CC5C	2080	00F0	A2 0R 0-A2		1008CC00	0
036A	3230	0000	0000	00C0	FETCHOPT0-1 = AMPCR		10090000	0
036B	4809	EL52	0C00	00F0	A3 EOL LIT		10100C00	0
036C	6833	0000	0000	00F0	IF TRUE THEN CALL ELSE SKIP		10110C00	0
036D	4818	0000	0000	00F0	SKIP		10120C00	0
036E	3200	0000	0000	00C0	FETCHOPT1-1 = CPCR		10130C00	0
036F	4809	E0C0	0000	00F0	INDIRECTS:		10140C00	0
0370	0100	0000	0030	00E0	A3 = MIR,LMAR; SET GC2		10150C00	0
0371	2300	0000	0030	00C0	YADDR=LIT		10160C00	0
0372	0030	0000	0C30	0040	OUTPUT1-1 = CPCR	\$ SAVE Y AT 19	10170C00	0
0373	4809	E000	9030	00F0	IFETCH2-1 = MPCR		10180C00	0
0374	1000	0000	0000	0000	INDIRECT6:		10190000	0
0375	4809	E000	0000	00F0	A3 R = A3	\$ A3=(Y)31-29	10200C00	0
0376	5000	00C0	0C30	00F0	1 = SAR		10210C00	0
0377	0060	0000	0030	0040	A3	\$ A3 = (Y)31,3C	10220C00	0
0378	4809	1000	0000	00F0	IF LST THEN STEP ELSE SKIP		10230000	0
0379	1000	0000	0000	0010	INDIRECT8-1 = MPCR		10240C00	0
037A	4809	CC5C	2030	00F0	B190 R = B	\$ NORMAL INDICTION	10250C00	0
037B	3120	00C0	0000	00C0	9-SAR		10260C00	0
037C	4809	E000	0000	00F0	A2 0R 0-A2	\$ SET A2(22)	10270C00	0
037D	34C0	0000	0030	0040	INDIRECT7:		10280C00	0
037E	4809	A000	9030	00F0	FETNORN-1 = CPCR		10290C00	0
037F	2000	0000	0030	003C	A3 = MIR		10300C00	0
0380	0070	0000	0000	0060	INDIRECT5-1 = MPCR		10310C00	0
0381	3019	0000	0030	00F0	A1 R = A3	\$ CHECK CA	10320C00	0
0382	0450	0000	003C	0040	26 = SAR	\$ OPCODE	10330000	0
0383	4809	2001	0000	00F0	CONDHECK-1 = CPCR		10340000	0
0384	2030	00C0	0000	0030	IF LC2 THEN SKIP		10350C00	0
0385	4809	CC5C	2000	00F0	IFETCH-1 = MPCR		10360C00	0
0386	37AC	0000	0030	0040	LIT L=B		10370000	0
0387	2920	0000	0000	0060	3-LIT; COMP 22-SAR	\$ SET BITS 22,23	10380000	0
0388	4809	A643	0010	00F0	A2 0R 0-A2	\$ SET A2(22,23)	10390C00	0
0389	0080	0000	0000	00C0	INDIRECT7-1 = MPCR		10400C00	0
0390	0080	A0C0	003C	00F0	ANCHP0:		10410C00	0
0391	4809	A0C0	003C	00F0	COUNTONES-1=CPCR	\$ A1-A-REG REFERENCED	10420C00	0
0392	4824	0000	0030	00F0	A1+AMPCR=AMPCR	\$ A3=ONES COUNT	10430C00	0
0393	AC08	0000	0C3C	00F0	AOP-1=AMPCR		10440C00	0
0394	4836	0C40	0030	00F0	A1+MAR	\$ ADDRESS OF A-REG	10450C00	0
0395	2CFC	00C0	0000	0040	MRIJEXC;IF ROC	\$ READ A-REG;EXECUTE CODE HANDLER	10460C00	0
0396	2E50	0000	0030	0040	WHEN ROC THEN BEX	\$ B=CA)	10470C00	0
0397	4809	CC52	0000	00F0	B/CALL	\$ EXECUTE CODE HANDLER	10480C00	0
0398	602F	0000	0000	00F0	8C2CHECK1-1=MPCR	\$ TERMINATE	10490C00	0
0399	4809	CC52	0000	00F0	8C2CHECK1-1=MPCR	\$ NO TERMINATE	10500C00	0
039A	4809	CC52	0000	00F0	\$		10510C00	0
039B	602F	0000	0000	00F0	\$-CODE		10520C00	0
039C	4809	CC52	0000	00F0	AOP0:	\$ AOP0-1=AMPCR. AOP1-1=AMPCR. AOP2-1=AMPCR. AOP3-1=AMPCR	10530000	0
039D	602F	0000	0000	00F0	AOP1:	\$ AOP4-1=AMPCR. AOP5-1=AMPCR. AOP6-1=AMPCR. AOP7-1=AMPCR	10540C00	0
039E	4829	CC50	0000	00F0	AOP2:	\$ SPBP CODE	10550C00	0
039F	702F	0000	0030	00F0	AOP3:	\$ SPBP CODE	10560C00	0
03A0	483F	0000	0000	00F0	AOP4:	\$ SPBP CODE	10570C00	0
03A1	4809	E000	0000	00F0	AOP5:	\$ SPBP CODE	10580C00	0
03A2	502F	0000	0000	00F0	AOP6:	\$ SPBP CODE	10590C00	0
					AOP7:	\$ SPBP CODE	10600C00	0
					AOP8:	\$ SPBP CODE	10610C00	0
					AOP9:	\$ SPBP CODE	10620C00	0
					AOPA:	\$ SPBP CODE	10630C00	0
					AOPB:	\$ SPBP CODE	10640C00	0
					AOPC:	\$ SPBP CODE	10650C00	0
					AOPD:	\$ SPBP CODE	10660C00	0
					AOPE:	\$ SPBP CODE	10670C00	0
					AOPF:	\$ SPBP CODE	10680C00	0
					AOPG:	\$ SPBP CODE	10690C00	0
					AOPH:	\$ SPBP CODE	10700C00	0
					AOPJ:	\$ SPBP CODE	10710C00	0
					AOPK:	\$ SPBP CODE	10720C00	0
					AOPL:	\$ SPBP CODE	10730C00	0
					AOPM:	\$ SPBP CODE	10740C00	0
					AOPN:	\$ SPBP CODE	10750C00	0
					AOPQ:	\$ SPBP CODE	10760C00	0
					AOPR:	\$ SPBP CODE	10770C00	0
					AOPS:	\$ SPBP CODE	10780C00	0
					AOPT:	\$ SPBP CODE	10790C00	0
					AOPU:	\$ SPBP CODE	10800C00	0
					AOPV:	\$ SPBP CODE	10810C00	0
					AOPW:	\$ SPBP CODE	10820C00	0
					AOPX:	\$ SPBP CODE	10830C00	0
					AOPY:	\$ SPBP CODE	10840C00	0
					AOPZ:	\$ SPBP CODE	10850C00	0
					AOPA:	\$ SPBP CODE	10860C00	0
					AOPB:	\$ SPBP CODE	10870C00	0
					AOPC:	\$ SPBP CODE	10880C00	0
					AOPD:	\$ SPBP CODE	10890C00	0
					AOPE:	\$ SPBP CODE	10900C00	0
					AOPF:	\$ SPBP CODE	10910C00	0
					AOPG:	\$ SPBP CODE	10920C00	0
					AOPH:	\$ SPBP CODE	10930C00	0
					AOPJ:	\$ SPBP CODE	10940C00	0
					AOPK:	\$ SPBP CODE	10950C00	0
					AOPL:	\$ SPBP CODE	10960C00	0
					AOPM:	\$ SPBP CODE	10970C00	0
					AOPN:	\$ SPBP CODE	10980C00	0
					AOPQ:	\$ SPBP CODE	10990C00	0
					AOPR:	\$ SPBP CODE	11000C00	0
					AOPS:	\$ SPBP CODE	11010C00	0
					AOPT:	\$ SPBP CODE	11020C00	0
					AOPU:	\$ SPBP CODE	11030C00	0
					AOPV:	\$ SPBP CODE	11040C00	0
					AOPW:	\$ SPBP CODE	11050C00	0
					AOPX:	\$ SPBP CODE	11060C00	0
					AOPY:	\$ SPBP CODE	11070C00	0
					AOPZ:	\$ SPBP CODE	11080C00	0
					AOPA:	\$ SPBP CODE	11090C00	0
					AOPB:	\$ SPBP CODE	11100C00	0
					AOPC:	\$ SPBP CODE	11110C00	0
					AOPD:	\$ SPBP CODE	11120C00	0
					AOPE:	\$ SPBP CODE	11130C00	0
					AOPF:	\$ SPBP CODE	11140C00	0
					AOPG:	\$ SPBP CODE	11150C00	0
					AOPH:	\$ SPBP CODE	11160C00	0
					AOPJ:	\$ SPBP CODE	11170C00	0
					AOPK:	\$ SPBP CODE	11180C00	0
					AOPL:	\$ SPBP CODE	11190C00	0
					AOPM:	\$ SPBP CODE	11200C00	0
					AOPN:	\$ SPBP CODE	11210C00	0
					AOPQ:	\$ SPBP CODE	11220C00	0
					AOPR:	\$ SPBP CODE	11230C00	0
					AOPS:	\$ SPBP CODE	11240C00	0
					AOPT:	\$ SPBP CODE	11250C00	0
					AOPU:	\$ SPBP CODE	11260C00	0
					AOPV:	\$ SPBP CODE	11270C00	0
					AOPW:	\$ SPBP CODE	11280C00	0
					AOPX:	\$ SPBP CODE	11290C00	0
					AOPY:	\$ SPBP CODE	11300C00	0
					AOPZ:	\$ SPBP CODE	11310C00	0
					AOPA:	\$ SPBP CODE	11320C00	0
					AOPB:	\$ SPBP CODE	11330C00	0
					AOPC:	\$ SPBP CODE	11340C00	0
					AOPD:	\$ SPBP CODE	11350C00	0
					AOPE:	\$ SPBP CODE	11360C00	0
					AOPF:	\$ SPBP CODE	11370C00	0
					AOPG:	\$ SPBP CODE	11380C00	0
					AOPH:	\$ SPBP CODE	11390C00	0
					AOPJ:	\$ SPBP CODE	11400C00	0
					AOPK:	\$ SPBP CODE	11410C00	0
					AOPL:	\$ SPBP CODE	11420C00	0
					AOPM:	\$ SPBP CODE	11430C00	0
					AOPN:	\$ SPBP CODE	11440C00	0
					AOPQ:	\$ SPBP CODE	11450C00	0
					AOPR:	\$ SPBP CODE	11460C00	0
					AOPS:	\$ SPBP CODE	11470C00	0
					AOPT:	\$ SPBP CODE	11480C00	0
					AOPU:	\$ SPBP CODE	11490C00	0
					AOPV:	\$ SPBP CODE	11500C00	0
					AOPW:	\$ SPBP CODE	11510C00	0
					AOPX:	\$ SPBP CODE	11520C00	0
					AOPY:	\$ SPBP CODE	11530C00	0
					AOPZ:	\$ SPBP CODE	11540C00	0
					AOPA:	\$ SPBP CODE	11550C00	0
					AOPB:	\$ SPBP CODE	11560C00	0
					AOPC:	\$ SPBP CODE	11570C00	0
					AOPD:	\$ SPBP CODE	11580C00	0
					AOPE:	\$ SPBP CODE	11590C00	0
					AOPF:	\$ SPBP CODE	11600C00	0
					AOPG:	\$ SPBP CODE	11610C00	0
					AOPH:	\$ SPBP CODE	11620C00	0
					AOPJ:	\$ SPBP CODE	11630C00	0

03A3	4009	5000	0000	00F0	A0P6:	A3.	IF LST THEN JUMP ELSE RETN	10670000	D
03A4	502F	0000	0000	00F0	A0P7:	RETN		10680000	D
03A5	403F	0000	0000	00F0	S			10690000	D
					ACMP0:			10700000	D
03A6	4009	4000	0000	00F0		CHECK CONDITION BITS FOR TERMINATING REPEAT		10710000	D
03A7	0E10	0000	0000	00C0		A1+AMPCB=AMPCB		10720000	D
03A8	5000	0000	0000	00C0		ACD-1=AMPCB		10730000	D
03A9	4009	0001	0000	00F0		COMP 1=5AR		10740000	D
03AA	4024	0000	0000	00F0		A2 C-A3		10750000	D
03AB	4036	0000	0000	00F0		EXEC		10760000	D
03AC	20F0	0000	0000	00C0		A3CALL		10770000	D
03AD	2050	0000	0000	00C0		OC2CHECK1-1=AMPCB		10780000	D
						RPTCHECK1-1=AMPCB		10790000	D
					S-CODE			10800000	D
03AE					ACD:	ACD0-1=AMPCB, ACD1-1=AMPCB, ACD2-1=AMPCB, ACD3-1=AMPCB		10810000	D
03B2						ACD4-1=AMPCB, ACD5-1=AMPCB, ACD6-1=AMPCB, ACD7-1=AMPCB		10820000	D
					SP0P CODE			10830000	D
03B6	502F	0000	0000	00F0	ACD0:	IF NOT LST THEN JUMP ELSE RETN		10840000	D
03B7	502F	0000	0000	00F0	ACD1:	IF LST THEN JUMP ELSE RETN		10850000	D
03B8	500F	0000	0000	00F0	ACD2:	IF NOT LST THEN A3/STEP ELSE RETN		10860000	D
03B9	402F	0000	0000	00F0		IF NOT THEN JUMP ELSE RETN		10870000	D
03BA	402F	0000	0000	00F0	ACD3:	IF NOT THEN JUMP ELSE RETN		10880000	D
03BB	402F	0000	0000	00F0	ACD4:	IF NOT THEN JUMP ELSE RETN		10890000	D
03BC	500F	0000	0000	00F0	ACD5:	IF NOT LST THEN A3/STEP ELSE RETN		10900000	D
03BD	402F	0000	0000	00F0		IF NOT THEN JUMP ELSE RETN		10910000	D
03BE	4009	0000	0000	00F0	ACD6:	A3 0AD 0		10920000	D
03BF	402F	0000	0000	00F0		IF NOT THEN JUMP ELSE RETN		10930000	D
03C0	4009	0000	0000	00F0	ACD7:	A3 0AD 0		10940000	D
03C1	402F	0000	0000	00F0		IF NOT THEN JUMP ELSE RETN		10950000	D
					S			10960000	D
03C2	4009	0041	0010	24F0	CONDCHK:			10970000	D
03C3	0000	0000	0000	00C0	AMPCB L=0R2/5AE			10980000	D
03C4	0009	0000	0000	00F0	COMP 0=5AR			10990000	D
03C5	0E10	0000	0000	00C0	A3+AMPCB=AMPCB			10990000	D
03C6	2009	0041	0000	00F0	CONDYABLE-1=AMPCB			10990000	D
03C7	0000	0000	0000	00C0	B C=0; IF LC1			11000000	D
03C8	3024	0000	0000	00F0	20=5AR			11010000	D
03C9	4009	2040	0000	00F0	SETUPCD: EXEC/IF LC2			11020000	D
03CA	0000	0000	0000	00C0	LIT+AMPCB=AMPCB			11030000	D
03CB	0009	2040	0000	00F0	SETCOND-1=AMPCB			11040000	D
03CC	0020	0000	0000	00F0	LIT NAM 0=CTR			11050000	D
03CD	4020	0000	0000	00F0	7=LIT/0=5AR			11060000	D
03CE	0000	0000	0000	00C0	JUMP			11070000	D
03CF	0009	0000	0000	00F0	SETCOND: SPECCHNC-1=AMPCB			11080000	D
03D0	4050	0000	0000	00F0	SET LC1			11090000	D
03D1	4009	0000	0000	00F0	SET LC2/SKIP			11100000	D
03D2	4009	0000	0000	00F0	SET LC1			11110000	D
03D3	4009	0000	0000	00F0	CONDEXIT: 0MAR R=AMPCB			11120000	D
03D4	4020	0000	0000	00F0	BNI			11130000	D
					JUMP			11140000	D
03D5	4009	0000	0000	00F0	SPECCHND:			11150000	D
03D6	0000	0000	0000	00C0	CTR+AMPCB=AMPCB			11160000	D
03D7	4009	0000	0000	00F0	SUBTABLE-1=AMPCB			11170000	D
03D8	0000	0000	0000	00C0	A3 EOL LIT			11180000	D
03D9	0000	0000	0000	00C0	3=LIT			11190000	D
03DA	0000	0000	0000	00C0	IF TRUE THEN LIT+AMPCB=AMPCB/STEP ELSE SKIP			11200000	D
03DB	0000	0000	0000	00C0	8=LIT			11210000	D
03DC	3070	0000	0000	00C0	STEP			11220000	D
					SETUPCD-1=AMPCB			11230000	D
					S-CODE			11240000	D
						USE CODE FOR REGULAR OPCODES		11250000	D

0452	0020	0040	0030	00F0	0-MIN; JUMP	SMAR2=Y-ADDR;MIR=(Y)	11060000 D
0453	224C	0000	0030	0040	UNWRITTEN-1-MPCR	FLOATING POINT SUBROUTINES	11070000 D
0454	127C	0000	0030	006C	Y2FETCH-1-CPCR	SPRINT ERROR AND RETURN TO IFETCH	11080000 D
0455	0000	0040	0030	00F0	SMAR=0	EXTERNAL FUNCTION	11090000 D
0456	2460	0000	0030	0060	GETF-1-CPCR	SB=ADDRESS OF Y*(B)+(S)	11100000 D
0457	0000	0040	0030	00F0	A3+ANPCR=ANPCR	SRETURNS F2-FIELD IN A3	11110000 D
0458	0000	0000	0030	00C0	OPR07XX-1=ANPCR	SSEUPT FOR JUM	11120000 D
0459	0000	0040	0030	00F0	A1 N=A3	SISULATE A FIELD	11130000 D
045A	0070	0000	0030	00A0	7-LIT/23-SAR		11140000 D
045B	0024	0000	0030	00F0	A3 AND LIT=A3;EXEC		11150000 D
045C	0020	0000	0030	00F0	JUMP		11160000 D
045D	00F0	0000	0030	0060	LOAD A		11170000 D
045E	24C0	0000	0000	0040	YFETCH-1 = CPCR	S LA	11180000 D
045F	22F0	0000	0000	0040	GETAA3-1-CPCR	SPUTS PROPER INFO INTO MIR	11190000 D
0460	00F0	0000	0000	0060	OUTPUT-1-MPCR	SRETURNS A-FIELD IN A3;MAR	11200000 D
0461	24C0	0000	0030	0060	YFETCH-1 = CPCR	S LXB	11210000 D
0462	0000	0000	0030	10F0	GETAA3-1-CPCR	S PUTS INFO INTO MIR	11220000 D
0463	1070	0000	0030	00A0	A1 R = A3;MIR; IF SAI	SRETURNS A-FIELD IN A3;MAR	11230000 D
0464	0000	0000	0030	00F0	17 = SAI; 7 = LIT	S WRITE A-REG	11240000 D
0465	0000	0000	0030	00A0	A3 AND LIT = A3	S P-FIELD = A3	11250000 D
0466	0000	0000	0030	00A0	WHEN SAI THEN A3+LIT=MAR		11260000 D
0467	0000	0000	0030	00F0	BBASE = LIT; 16 = SAR		11270000 D
0468	0000	0000	0030	00F0	MIR; IF RDC		11280000 D
0469	0000	0000	0030	00F0	WHEN RDC THEN BEX		11290000 D
046A	0000	0000	0030	00F0	YADDR=LIT		11300000 D
046B	0000	0000	0030	00F0	O + B + 1 = MIR		11310000 D
046C	0000	0000	0030	00F0	OUTPUT-1-MPCR	LOAD DIFFERENCE	11320000 D
046D	0000	0000	0030	00F0		S LDIF	11330000 D
046E	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	11340000 D
046F	0000	0000	0030	00F0	GETAA3-1-CPCR		11350000 D
0470	0000	0000	0030	00F0	MIR; IF RDC	S MAR = A+1 REG	11360000 D
0471	0000	0000	0030	00F0	WHEN RDC THEN A3 +1 = MAR;BEX		11370000 D
0472	0000	0000	0030	00F0	B = A3;BHI		11380000 D
0473	0000	0000	0030	00F0	A3 = MIR		11390000 D
0474	0000	0000	0030	00F0	B = A3;BHI		11400000 D
0475	0000	0000	0030	00F0	A3 - B = A3;MIR		11410000 D
0476	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		11420000 D
0477	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		11430000 D
0478	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		11440000 D
0479	0000	0000	0030	00F0	OUTPUT-1-MPCR	SUBTRACT A	11450000 D
047A	0000	0000	0030	00F0		S ANA	11460000 D
047B	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	11470000 D
047C	0000	0000	0030	00F0	GETAA3-1-CPCR		11480000 D
047D	0000	0000	0030	00F0	MIR; IF RDC		11490000 D
047E	0000	0000	0030	00F0	WHEN RDC THEN BEX		11500000 D
047F	0000	0000	0030	00F0	B = A3;BHI		11510000 D
0480	0000	0000	0030	00F0	A3 - B = A3;MIR		11520000 D
0481	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		11530000 D
0482	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		11540000 D
0483	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		11550000 D
0484	0000	0000	0030	00F0	OUTPUT-1-MPCR		11560000 D
0485	0000	0000	0030	00F0		S ANA	11570000 D
0486	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	11580000 D
0487	0000	0000	0030	00F0	GETAA3-1-CPCR		11590000 D
0488	0000	0000	0030	00F0	MIR; IF RDC		11600000 D
0489	0000	0000	0030	00F0	WHEN RDC THEN BEX		11610000 D
048A	0000	0000	0030	00F0	B = A3;BHI		11620000 D
048B	0000	0000	0030	00F0	A3 - B = A3;MIR		11630000 D
048C	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		11640000 D
048D	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		11650000 D
048E	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		11660000 D
048F	0000	0000	0030	00F0	OUTPUT-1-MPCR		11670000 D
0490	0000	0000	0030	00F0		S ANA	11680000 D
0491	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	11690000 D
0492	0000	0000	0030	00F0	GETAA3-1-CPCR		11700000 D
0493	0000	0000	0030	00F0	MIR; IF RDC		11710000 D
0494	0000	0000	0030	00F0	WHEN RDC THEN BEX		11720000 D
0495	0000	0000	0030	00F0	B = A3;BHI		11730000 D
0496	0000	0000	0030	00F0	A3 - B = A3;MIR		11740000 D
0497	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		11750000 D
0498	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		11760000 D
0499	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		11770000 D
049A	0000	0000	0030	00F0	OUTPUT-1-MPCR		11780000 D
049B	0000	0000	0030	00F0		S ANA	11790000 D
049C	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	11800000 D
049D	0000	0000	0030	00F0	GETAA3-1-CPCR		11810000 D
049E	0000	0000	0030	00F0	MIR; IF RDC		11820000 D
049F	0000	0000	0030	00F0	WHEN RDC THEN BEX		11830000 D
04A0	0000	0000	0030	00F0	B = A3;BHI		11840000 D
04A1	0000	0000	0030	00F0	A3 - B = A3;MIR		11850000 D
04A2	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		11860000 D
04A3	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		11870000 D
04A4	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		11880000 D
04A5	0000	0000	0030	00F0	OUTPUT-1-MPCR		11890000 D
04A6	0000	0000	0030	00F0		S ANA	11900000 D
04A7	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	11910000 D
04A8	0000	0000	0030	00F0	GETAA3-1-CPCR		11920000 D
04A9	0000	0000	0030	00F0	MIR; IF RDC		11930000 D
04AA	0000	0000	0030	00F0	WHEN RDC THEN BEX		11940000 D
04AB	0000	0000	0030	00F0	B = A3;BHI		11950000 D
04AC	0000	0000	0030	00F0	A3 - B = A3;MIR		11960000 D
04AD	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		11970000 D
04AE	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		11980000 D
04AF	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		11990000 D
04B0	0000	0000	0030	00F0	OUTPUT-1-MPCR		12000000 D
04B1	0000	0000	0030	00F0		S ANA	12010000 D
04B2	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	12020000 D
04B3	0000	0000	0030	00F0	GETAA3-1-CPCR		12030000 D
04B4	0000	0000	0030	00F0	MIR; IF RDC		12040000 D
04B5	0000	0000	0030	00F0	WHEN RDC THEN BEX		12050000 D
04B6	0000	0000	0030	00F0	B = A3;BHI		12060000 D
04B7	0000	0000	0030	00F0	A3 - B = A3;MIR		12070000 D
04B8	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		12080000 D
04B9	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		12090000 D
04BA	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		12100000 D
04BB	0000	0000	0030	00F0	OUTPUT-1-MPCR		12110000 D
04BC	0000	0000	0030	00F0		S ANA	12120000 D
04BD	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	12130000 D
04BE	0000	0000	0030	00F0	GETAA3-1-CPCR		12140000 D
04BF	0000	0000	0030	00F0	MIR; IF RDC		12150000 D
04C0	0000	0000	0030	00F0	WHEN RDC THEN BEX		12160000 D
04C1	0000	0000	0030	00F0	B = A3;BHI		12170000 D
04C2	0000	0000	0030	00F0	A3 - B = A3;MIR		12180000 D
04C3	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		12190000 D
04C4	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		12200000 D
04C5	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		12210000 D
04C6	0000	0000	0030	00F0	OUTPUT-1-MPCR		12220000 D
04C7	0000	0000	0030	00F0		S ANA	12230000 D
04C8	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	12240000 D
04C9	0000	0000	0030	00F0	GETAA3-1-CPCR		12250000 D
04CA	0000	0000	0030	00F0	MIR; IF RDC		12260000 D
04CB	0000	0000	0030	00F0	WHEN RDC THEN BEX		12270000 D
04CC	0000	0000	0030	00F0	B = A3;BHI		12280000 D
04CD	0000	0000	0030	00F0	A3 - B = A3;MIR		12290000 D
04CE	0000	0000	0030	00F0	IF NOT ADV THEN A3-1=A3;MIR		12300000 D
04CF	0000	0000	0030	00F0	IF NOT LC1 THEN SKIP		12310000 D
04D0	0000	0000	0030	00F0	OPR36X1 -1 = MPCR		12320000 D
04D1	0000	0000	0030	00F0	OUTPUT-1-MPCR		12330000 D
04D2	0000	0000	0030	00F0		S ANA	12340000 D
04D3	0000	0000	0030	00F0	YFETCH-1 = CPCR	SRETURNS A-FIELD IN A3;MAR	12350000 D
04D4	0000	0000	0030	00F0	GETAA3-1-CPCR		12360000 D
04D5	0000	0000	0030	00F0	MIR; IF RDC		12370000 D
04D6	0000	0000	0030	00F0	WHEN RDC THEN BEX		12380000 D
04D7	0000	0000	0030	00F0	B = A3;BHI		12390000 D
04D8	0000	0000	0030</				

113

0512	0849	0000	0000	0000	0000	14260000	D
0513	1550	0000	0000	0000	0000	14270000	D
						14280000	D
						14290000	D
0514	0050	0000	0000	0000	0000	14300000	D
0515	2490	0000	0000	0000	0000	14310000	D
0516	0009	E00E	0000	0000	0000	14320000	D
0517	7009	E00E	0000	0000	0000	14330000	D
0518	230C	0000	0000	0000	0000	14340000	D
0519	1550	0000	0000	0000	0000	14350000	D
						14360000	D
						14370000	D
051A	0050	0000	0000	0000	0000	14380000	D
051B	1270	0000	0000	0000	0000	14390000	D
051C	2490	0000	0000	0000	0000	14400000	D
051D	A009	E0C0	2000	0000	0000	14410000	D
051E	AC08	0000	0C00	0000	0000	14420000	D
051F	250C	0000	0000	0000	0000	14430000	D
0520	0009	E000	0C00	0000	0000	14440000	D
0521	9009	0000	0000	0000	1000	14450000	D
0522	9C08	0F46	0C0C	0000	0000	14460000	D
0523	0009	A000	0000	0000	0000	14470000	D
0524	9009	0000	0000	0000	1000	14480000	D
0525	9C08	0000	0000	0000	0000	14490000	D
0526	0A50	0000	0000	0000	0000	14500000	D
0527	224C	0000	0000	0000	0000	14510000	D
						14520000	D
						14530000	D
0528	0050	0000	0000	0000	0000	14540000	D
0529	2270	0000	0000	0000	0000	14550000	D
052A	0009	E0C0	0000	0000	0000	14560000	D
052B	2400	0000	0000	0000	0000	14570000	D
052C	0009	E0C0	0000	0000	0000	14580000	D
052D	0009	2F56	0C0C	0000	0000	14590000	D
052E	A009	0000	0000	0000	0000	14600000	D
052F	AC08	E000	0C0C	0000	0000	14610000	D
0530	0009	0C48	1000	0000	0000	14620000	D
0531	2A0C	0000	0000	0000	0000	14630000	D
0532	0009	C0C0	0000	0000	0000	14640000	D
0533	6009	0000	0000	0000	0000	14650000	D
0534	9009	0000	0000	1000	0000	14660000	D
0535	9C08	0F46	0000	0000	0000	14670000	D
0536	0009	2F56	0000	0000	0000	14680000	D
0537	0070	0000	0000	0000	0000	14690000	D
0538	0009	A000	0C00	0000	0000	14700000	D
0539	6009	A002	0000	0000	0000	14710000	D
053A	9009	0000	0000	1000	0000	14720000	D
053B	9C08	0000	0000	0000	0000	14730000	D
053C	22A0	0000	0000	0000	0000	14740000	D
053D	0009	C001	A000	0000	0000	14750000	D
053E	9000	0000	0000	0000	0000	14760000	D
053F	2C19	0010	AC00	0000	0000	14770000	D
0540	0009	000F	A000	0000	0000	14780000	D
0541	0A50	0000	0000	0000	0000	14790000	D
						14800000	D
						14810000	D
0542	1270	0000	0000	0000	0000	14820000	D
0543	0009	0C48	1000	0000	0000	14830000	D
0544	0009	A000	0000	0000	0000	14840000	D
0545	03F0	0000	0000	0000	0000	14850000	D


```

SET LC2
YSTORE - 1 = MPCR
S *****
OPR37:
    SIGNALS REPEAT
    REPLACE DECREMENT
    S RD
    SRETURNS A-FIELD IN 00MAR
    IF NOT ADV THEN A3-1-1=MIR
    OUTPUT1 - 1 = CPCR
    YSTORE - 1 = MPCR
    S *****
    OPR40:
        RA3=(Y)=MULTIPLIER
        YFETCH-1=CPCR
        PUTPAR-1=CPCR
        GETAB-1=CPCR
        A3=A2/MR1/IF RDC
        WHEN RDC THEN BEX
        MULTIPLY-1=CPCR
        A3=MIR
        MW1/IF SAI
        WHEN SAI THEN BHAR+1=MAR
        A1=MIR
        MW1/IF SAI
        WHEN SAI THEN 0/STEP
        IFETCH-1=AMPCR
        GETPAR-1=CPCR
    S *****
    OPR41:
        DIVIDE A1 & A3 / B -A1(OUTPUT1) + A3(REMAINDER)
        YFETCH-1=CPCR
        PUTPAR-1=CPCR
        A3=MIR
        GETA3-1=CPCR
        A3+1=MAR
        LIT AND BHAR=MAR
        MR1/IF RDC
        WHEN RDC THEN A3=MAR,BEX
        B=A3/8M1
        DIVIDE-1=CPCR
        A2=MIR
        IF ADV THEN 0=MIR
        MW1/IF SAI
        WHEN SAI THEN BHAR+1=MAR
        LIT AND BHAR=MAR
        7=LIT
        A1=MIR
        IF ADV THEN NOT A1=MIR
        MW1/IF SAI
        WHEN SAI THEN 0/STEP
        GETPAR-1=CPCR
        A2=C-A2/CCAR
        COMP 3=5AR
        IF LC1 THEN A2 OR B100 C-A2/SKIP
        A2 AND 0011 C-A2
        IFETCH-1=CPCR
    S *****
    OPR42:
        COMPARE BIT TO ZERO
        SBC
        SGET (Y) INTO E
        SCHECK BIT IN A3=(Y)
  
```

[illegible]

118

119

121

123

0694	2410	0000	0000	0000	0000	OUTLOGIC-1-MPCR S OPRO2X0:	COUNT ONES S Y=>A3, A(A)>=>B	19060000 D
0695	4809	5800	0800	0000	0000	A3 = 0		19070000 D
0696	2320	0000	0000	0000	0000	COUNTONES-1-CPCR		19080000 D
0697	2320	0000	0000	0000	0000	OUTPUT-1 = MPCR		19090000 D
0698	4809	5800	0800	0000	0000	EXECUTE REMOTE		19100000 D
0699	0400	0000	0000	0000	0000	EXECUTE REMOTE-1-MPCR		19110000 D
069A	4809	5800	0800	0000	0000	IFETCHREMOTE-1-MPCR		19120000 D
069B	2320	0000	0000	0000	0000	EXECUTE REMOTE LOWER		19130000 D
069C	4809	5800	0800	0000	0000	S Y VALUE => A3		19140000 D
069D	4809	5800	0800	0000	0000	S REMOTE INSTR. SETUP FOR IFETCH		19150000 D
069E	4809	5800	0800	0000	0000	SLET IFETCH EXECUTE		19160000 D
069F	4809	5800	0800	0000	0000	EXECUTE REMOTE LOWER		19170000 D
06A0	4809	5800	0800	0000	0000	S A3 = Y VALUE		19180000 D
06A1	4809	5800	0800	0000	0000	SSETUP OPCODE		19190000 D
06A2	4809	5800	0800	0000	0000	63-LIT/10-SAR		19200000 D
06A3	4809	5800	0800	0000	0000	LIT AND AMPCR=AMPCR		19210000 D
06A4	4809	5800	0800	0000	0000	A3 L=A1		19220000 D
06A5	4809	5800	0800	0000	0000	16 = SAR		19230000 D
06A6	4809	5800	0800	0000	0000	A2 C=0, CSAR/EXEC		19240000 D
06A7	4809	5800	0800	0000	0000	20=SAR		19250000 D
06A8	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19260000 D
06A9	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19270000 D
06AA	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19280000 D
06AB	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19290000 D
06AC	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19300000 D
06AD	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19310000 D
06AE	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19320000 D
06AF	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19330000 D
06B0	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19340000 D
06B1	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19350000 D
06B2	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19360000 D
06B3	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19370000 D
06B4	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19380000 D
06B5	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19390000 D
06B6	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19400000 D
06B7	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19410000 D
06B8	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19420000 D
06B9	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19430000 D
06BA	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19440000 D
06BB	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19450000 D
06BC	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19460000 D
06BD	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19470000 D
06BE	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19480000 D
06BF	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19490000 D
06C0	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19500000 D
06C1	4809	5800	0800	0000	0000	BT1 C=A2/JUMP		19510000 D

06F6	73C9	0000	0000	00F0	IF NOT ADV THEN SET LC1	2C26C000	0
06F7	AC08	A000	0C30	00F0	WHEN RDC THEN A1=MIR,BEX SB=(A)	2C27C000	0
06F8	8009	0C40	4000	00F0	B=A1,BMI	2C28C000	0
06F9	2C19	AC50	4030	00F0	IF LC1 THEN A1-B-1=A1,MIR,SKIP	2C29C000	0
06FA	8009	AC50	4030	00F0	A1-B=A1,MIR	2C30C000	0
06FB	7400	E00E	1000	00F0	IF NOT ADV THEN A3-1=A3,STEP ELSE SKIP	2C31C000	0
06FC	7409	A00E	4030	00F0	IF NOT ADV THEN A1-1=A1,MIR	2C32C000	0
06FD	9009	0003	0C00	10F0	MUI,IF SAI	2C33C000	0
06FE	9C00	0F46	000C	00F0	WHEN SAI THEN BMAR+1=HAR WRITE A	2C34C000	0
06FF	8009	2F56	000C	00F0	LIT AND BMAR=HAR	2C35C000	0
0700	8009	E0C0	0030	00F0	CONVERT A(0) TO A(0)	2C36C000	0
0701	22FC	0000	0C00	0040	WRITE A+1	2C37C000	0
					OUTPUT-1=HPCR	2C38C000	0
					***** DOUBLE COMPARE *****	2C39C000	0
0702	8009	0F46	001C	00F0	OPR05X3: BMAR+1=HAR2	2C40C000	0
0703	8009	C0C1	A000	0CFC	A2 C=A2,BMI,MR2,IF RDC	2C41C000	0
0704	800C	00C0	0000	0030	COMP 1=HAR	2C42C000	0
0705	8009	0C40	4000	00F0	B=A1	2C43C000	0
0706	AC00	E0C0	0C0C	00F0	WHEN RDC THEN A3=HAR,BEX	2C44C000	0
0707	8009	0C40	1000	00F0	B=A3,MR1,IF RDC	2C45C000	0
0708	AC00	0F46	0C0C	00F0	WHEN RDC THEN BMAR+1=HAR,BEX	2C46C000	0
0709	8009	2F56	000C	00F0	LIT AND BMAR=HAR	2C47C000	0
070A	8009	AC52	0000	00F0	A1 EOL BMR1,IF RDC	2C48C000	0
070B	80C9	AC4C	0000	00F0	A1 XOR B,IF TRUE THEN SET LC1	2C49C000	0
070C	0A50	0000	0000	00C0	IFETCH-1=AMPCR	2C50C000	0
070D	800C	AC5E	0000	40F0	A1 LSS B,CSSAR,IF NST THEN STEP ELSE SKIP	2C51C000	0
070E	7449	00C0	0000	00F0	IF FALSE THEN SET LC2	2C52C000	0
070F	7249	0003	0030	00F0	IF TRUE THEN SET LC2	2C53C000	0
0710	AC00	00C0	0C30	00F0	WHEN RDC THEN BEX	2C54C000	0
0711	8009	EC52	0000	00F0	A3 EOL B	2C55C000	0
0712	4000	C0C0	2000	00F0	IF FALSE THEN A2 AND B110 = A2,STEP ELSE SKIP	2C56C000	0
0713	0F70	0000	0000	0040	OPR05X3-1=HPCR	2C57C000	0
0714	2C00	C0DC	2030	00F0	IF LC1 THEN A2 OR B001 = A2,STEP ELSE SKIP	2C58C000	0
0715	9020	0010	A000	00F0	A2 OR B100 C=A2,JUMP	2C59C000	0
0716	3C19	001C	2030	00F0	IF LC2 THEN A2 OR B100=A2,SKIP	2C60C000	0
0717	8009	000E	2030	00F0	SA+1,A GTR Y+1,Y SET GTR BIT	2C61C000	0
0718	0020	C0CF	A000	00F0	A2 AND B011=A2	2C62C000	0
					SCLEAR GEO BIT	2C63C000	0
					A2 AND B110 C=A2,JUMP	2C64C000	0
					SCLEAR EQUAL BIT	2C65C000	0
					OPR05X3: SLOWER HALVES ASY NOT EQUAL	2C66C000	0
					A3 XOR B	2C67C000	0
					A3 LSS B,IF NST THEN SKIP	2C68C000	0
					IF TRUE THEN A2 OR B100 C=A2,JUMP	2C69C000	0
					SSSET GEO BIT	2C70C000	0
					IF FALSE THEN A2 OR B100 C=A2,JUMP	2C71C000	0
					A2 AND B011 C=A2,JUMP	2C72C000	0
					***** LOAD BASE & MEM.PROT. *****	2C73C000	0
					OPR05X4: UNWRITTEN-1=HPCR	2C74C000	0
					***** SPRINT ERROR AND RETURN TO IFETCH *****	2C75C000	0
					***** FLOATING POINT ADD *****	2C76C000	0
					OPR06X0: WAIT	2C77C000	0
					IFETCH-1=HPCR	2C78C000	0
					***** FLOATING POINT SUBTRACT *****	2C79C000	0
					OPR06X1: WAIT	2C80C000	0
					IFETCH-1=HPCR	2C81C000	0
					***** FLOATING POINT MULTIPLY *****	2C82C000	0
					OPR06X2: WAIT	2C83C000	0
					IFETCH-1=HPCR	2C84C000	0
					***** FLOATING POINT DIVIDE *****	2C85C000	0
					OPR06X3: WAIT		


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0776 4009 0C42 0000 00F0
0777 60C9 0000 0000 00F0
0778 266C 0000 0C30 0040

0779 4009 0C42 0020 00F0
077A 63C9 0000 0C30 00F0
077B 266C 0000 0030 0040

077C 4009 A012 0000 00F0
077D 67D9 0000 0030 00F0
077E 0A50 0000 0000 0040
077F 230E 0000 0000 0060
0780 266C 0000 0000 0040

0781 4009 A012 0020 00F0
0782 640E 0C42 0000 00F0
0783 67D9 0C40 0030 00F0
0784 0A50 0000 0000 0040
0785 4009 A00E 0000 00F0
0786 230E 0000 0030 0060
0787 266C 0000 0000 0040

0788 4009 A001 1000 00F0
0789 0000 0000 0000 00A0
078A 4009 2C40 003C 00F0
078B 4009 E000 9000 00F0
078C 4000 0000 0C30 00F0
078D 49C9 EC40 1000 00F0
078E 266C 0000 0000 0040

078F 4009 E003 0C1C 00F0
0790 4009 C000 A000 4C30
0791 03F0 0000 0000 00A0
0792 4C00 C000 2C00 00F0
0793 4009 0C41 C030 00F0
0794 2000 0000 0000 0010
0795 4009 A13C 0C40 00F0
0796 4009 0C41 C030 00F0
0797 0000 0000 000C 0020
0798 4024 CF5C 2C00 00F0
0799 4020 C0C0 2000 00F0

079A 4009 0C32 0000 00F0
079B 63C9 C0C1 A000 40F0
079C 900C 0000 0000 0030
079D 266C 0000 003C 00C0
079E 4009 C000 0000 00F0
079F 4019 000F A000 00F0
07A0 23ED 00C0 0030 00F0
07A1 20ED 0000 0030 00F0

0PR51X2: NOT B
IF ABT THEN SET LC1
PUTJUMP-1=MPCR
JUMP (A) NOT ZERO
0PR51X3: NOT B
IF NOT ABT THEN SET LC1
PUTJUMP-1=MPCR
LOAD E AND JUMP
JUMP ADDR. IN A3/A1-B-FIELD
0PR52X0: A1 EOL 0
IF FALSE THEN A2=MIR/SET LC1/SKIP SHAR1=ADDR OF B(A)
IFETCH-1=MPCR
OUTPUT1-1=CPCR
PUTJUMP-1=MPCR
INDEX JUMP B
SB=(B(A)); A1=B-FIELD
SA3=JUMP ADDR;SHAR1=ADDR OF B(A)
IF FALSE THEN NOT B/STEP ELSE SKIP
IF NOT ABT THEN B=A1/SET LC1/SKIP SMO JUMP IF B(A)=C
IFETCH-1=MPCR
A1-1=MIR
SDECREMENT B(A) AND JUMP
OUTPUT1-1=CPCR
PUTJUMP-1=MPCR
JUMP SY+8
SHIR=B-FIELD
SJUMP TO SY+8
ISOLATE SY-FIELD
SHAR=ADDR OF B-REG
A3 R=A3/MIR1/IF RDC
WHEN RDC THEN BEX
A3+B=A3/SET LC1
PUTJUMP-1=MPCR
UNCONDITIONAL JUMP LOWER
SA3=JUMP ADDRESS
A3=SHAR2
A2 R=A2/CSAR/MR2/IF RDC
SDELETE OLD PAR/READ JUMP ADDRESS
20=SA2/63-LIT
SLOWER WORD BIT 15 = LSB IS SET
WHEN RDC THEN A2 OR 8001 L=A2/BEX
B C=A1
SLOWER WORD SHIFTED TO UPPER
10=SA2
SETUP OPCODE TO BE EXECUTED
A1 AND LIT=AMPCR
SOPCODE IN AMPCR
B C=A1
SSWAP LOWER WORD TO UPPER
16=SA2
A2 OR SHAR=A2/EXEC
A2+1=A2/JUMP
JUMP OVERFLOW AND A
SB=A-FILED/A3=JUMP ADDRESS
0 EOL 0
A2 C = A2/CSAR/IF FALSE THEN SET LC1
COMP 3=SA2
PUTJUMP-1 = AMPCR
A2 AND 8011 C = A2/IF NOT THEN SKIP
IF NOT LC1 THEN SET LC1/JUMP ELSE JUMP
IF LC1 THEN SET LC1/JUMP ELSE JUMP
SJUMP IF A=0 AND NO OVERFLOW OR A-1 AND OVERFLOW
JUMP ON CD EQUAL/UNEQUAL/LIMITS
SB= A-FILED/ A3=JUMP ADDRESS
0PR53X1:

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130

0700	2250	0000	0050	0040	UNWRITTEN-1-MPCR	SPRINT ERROR & RETURN TO HALFFETCH	23260000
					OPR70X1:	DOUBLE SCALE FACTOR	23270000
0709	225C	0000	0050	0040	UNWRITTEN-1-MPCR	SPRINT ERROR & RETURN TO HALFFETCH	23280000
					OPR70X2:	COMPLEMENT A	23290000
070A	4009	0C42	0050	00F0	NOT 0-MIR		23310000
070B	000C	0000	0000	0040	HALFFETCH-1-MPCR		23320000
070C	4009	0C42	0050	00F0	DOUBLE COMPLEMENT A		23330000
070D	9009	0000	0050	10F0	DOUBLE COMPLEMENT A		23340000
070E	9C08	0F46	000C	00F0	NOT 0-MIR		23360000
070F	4009	2F56	000C	00F0	WHEN SAI THEN BHAR+1=HAR		23370000
070G	4009	0000	0000	00F0	LIT AND BHAR=HAR		23380000
070H	4009	0000	0000	00F0	MIR, IF RDC		23390000
070I	4C08	0000	0C50	00F0	WHEN RDC THEN BEX		23400000
070J	4009	0C42	0050	00F0	NOT 0-MIR		23410000
070K	0000	0000	0050	0040	HALFFETCH-1-MPCR		23420000
070L	227C	0000	0050	0040	MULTIPLY REGISTERS A X A+1		23430000
070M	4009	0000	0050	00F0	OPR74X0:		23440000
070N	4009	0000	0050	00F0	PUTPAR-1-CPCR		23450000
070O	4009	0000	0050	00F0	A3=HAR		23460000
070P	4009	0000	0050	00F0	A1=MIR;HRI,IF RDC		23470000
070Q	4009	0000	0050	00F0	WHEN RDC THEN B=HAR,BEX		23480000
070R	4009	0000	0050	00F0	B=A2;HRI,IF RDC		23490000
070S	4009	0000	0050	00F0	WHEN RDC THEN BEX		23500000
070T	4009	0000	0050	00F0	MULTIPLY-1-CPCR		23510000
070U	4009	0000	0050	00F0	A3=MIR,BHI		23520000
070V	4009	0000	0050	00F0	MW,IF SAI		23530000
070W	4009	0000	0050	00F0	WHEN SAI THEN A1=MIR		23540000
070X	4009	0000	0050	00F0	BHAR+1=HAR		23550000
070Y	4009	0000	0050	00F0	LIT AND BHAR=HAR		23560000
070Z	4009	0000	0050	00F0	B=A3;MW,IF SAI		23570000
070A	4009	0000	0050	00F0	HALFFETCH=AMPCR		23580000
070B	4009	0000	0050	00F0	WHEN SAI THEN 0,STEP		23590000
070C	4009	0000	0050	00F0	GETPAR-1-MPCR		23600000
070D	4009	0000	0050	00F0	OPR74X1:		23610000
070E	4009	0000	0050	00F0	PUTPAR-1-CPCR		23620000
070F	4009	0000	0050	00F0	B+1=HAR		23630000
070G	4009	0000	0050	00F0	LIT AND BHAR=HAR		23640000
070H	4009	0000	0050	00F0	7=LLT		23650000
070I	4009	0000	0050	00F0	A1=MIR;HRI,IF RDC		23660000
070J	4009	0000	0050	00F0	B=A2		23670000
070K	4009	0000	0050	00F0	WHEN RDC THEN A3=HAR,BEX		23680000
070L	4009	0000	0050	00F0	B=A3;HRI,IF RDC		23690000
070M	4009	0000	0050	00F0	WHEN RDC THEN A2=HAR,BEX		23700000
070N	4009	0000	0050	00F0	DIVIDE-1-CPCR		23710000
070O	4009	0000	0050	00F0	A2=MIR,BHI		23720000
070P	4009	0000	0050	00F0	IF ABT THEN 0-MIR		23730000
070Q	4009	0000	0050	00F0	MW,IF SAI		23740000
070R	4009	0000	0050	00F0	WHEN SAI THEN BHAR+1=HAR		23750000
070S	4009	0000	0050	00F0	LIT AND BHAR=HAR		23760000
070T	4009	0000	0050	00F0	7=LLT		23770000
070U	4009	0000	0050	00F0	A1=MIR		23780000
070V	4009	0000	0050	00F0	IF ABT THEN 0-MIR		23790000
070W	4009	0000	0050	00F0	B=A3;MW,IF SAI		23800000
070X	4009	0000	0050	00F0	WHEN SAI THEN 0,STEP		23810000
070Y	4009	0000	0050	00F0	GETPAR-1-CPCR		23820000
070Z	4009	0000	0050	00F0	A2 C-A2,CSAR		23830000
070A	4009	0000	0050	00F0			23840000
070B	4009	0000	0050	00F0			23850000


```

000A 3000 0000 0000 0030
000B 2019 0010 A000 00F0
000C 0009 000F A000 00F0
000D 00C0 0000 0000 0040

000E 2270 00C0 0000 0060
000F 0009 A000 0000 00F0
0010 019C 0000 0000 0000
0011 0009 E001 0010 10F0
0012 0008 0046 000C 00F0
0013 0009 2F56 000C 00F0
0014 0070 0000 0030 00E0
0015 0009 0000 0000 00F0
0016 AC08 0C40 0C5C 00F0
0017 0009 0C40 0000 00F0
0018 0E40 00C6 0000 00F0
0019 2130 0000 0000 0040
001A 0009 0C40 0001 00F0
001B A0F0 0000 0000 0000
001C 0052 0000 3030 00F0
001D 0009 A000 0002 00F0
001E 0009 CC5C 2000 00F0
001F 0009 C012 0000 00F0
0020 C019 CC5B 0000 00F0
0021 0F00 0000 0C00 0040
0022 7C19 0C46 0000 00F0
0023 0F90 00C0 0030 0040
0024 0009 CC5E 2030 00F0
0025 0009 E0DC 1000 00F0
0026 0A19 0C40 0000 00F0
0027 0F40 0000 0000 0040
0028 5009 0C46 0000 00F0
0029 0009 0C41 0000 00F0
002A 0000 0000 0000 0030
002B 0009 E0C4 1000 00F0
002C 0009 A0C1 0000 00F0
002D A000 0000 0000 0030
002E 0020 C001 2000 00F0
002F 3C19 E00A 1000 00F0
0030 0F00 0000 0000 0040
0031 AC08 C001 2C01 00F0
0032 0020 0C40 4000 24F0
0033 0009 E000 0C30 24F0
0034 0009 0F40 000C 00F0
0035 007C 0000 0000 0030
0036 0009 0000 0000 10F0
0037 0008 0F46 000C 00F0
0038 0009 2F56 000C 00F0
0039 0009 C000 0030 00F0
003A 0009 0000 0000 10F0
003B 0008 0000 0000 00F0
003C 2340 0000 0030 0040
003D 0009 0000 0000 00F0
003E 0190 0000 000C 00E0
003F A009 0000 0000 00F0
0040 AC08 00C0 0C00 00F0
0041 0009 0C40 4000 00F0
0042 00C0 0000 0000 0040

COMP 3=SAR
IF LC1 THEN A2 OR B100 C=A2/2SKIP
A2 AND 0011 C=A2
SCLEAR OVERFLOW
SENDER HALF FETCH AT +1
HALF FETCH=MPCR
SQUARE ROOT
S *****
OPR74X2: S A3=B-FIELD; B=A-FIELD
PUPAR=1-CPCR
A1=MIR,LNAR
CINST=LIT/COMP 0=SAR
A3 L=0R2;MNI;IF SAI
WHEN SAI THEN B+1=MAR
BMAR AND LIT=MAR
7=LIT
MNI;IF RDC
WHEN RDC THEN B=MAR,BEX
B/MNI;IF RDC
IF MNI THEN B001+1-B;SET LC2;STEP ELSE SKIP
ERRORMSG-1=MPCR
B=A1,LCTR
15=LIT/COMP 2=SAR
O=A3,A2,B,MIR;SET LC2;SAVE INITIALIZE REGISTERS
SORT1: A1 R=B,INC
A2 OR B=A2,BMI
A2 EOL 0
IF FALSE THEN A2 6TR B/2SKIP
SORT2-1=MPCR
IF TRUE THEN B+1-B/2SKIP
SORT2-1=MPCR
A2-B=A2
A3 OR B001=A3
IF NOT COV THEN B/2SKIP
SORT3-1=MPCR
IF LST THEN B+1-B
B L=MIR
COMP 1=SAR
A3 OAD 0=A3
A1 L=A1
COMP 2=SAR
A2 L=A2/JUMP
IF LC2 THEN A3 OAD 0=A3/2SKIP
SORT4-1=MPCR
WHEN RDC THEN A2 L=A2,BEX,LCTR
B=A1/ASE/JUMP
A3=MIR/ASE
BMR R=MAR
B=SAR/7-LIT
MNI;IF SAI
WHEN SAI THEN BMAR+1=MAR
BMR AND LIT=MAR
A2 = MIR
MNI;IF SAI
WHEN SAI THEN 0/STEP
GETAR-1-CPCR
LNAR
CINST=LIT
MNI;IF RDC
WHEN RDC THEN BEX
B=A1
HALF FETCH=MPCR
S *****
LOAD B(A) WITH B(B)
*****
RESTORE A1 TO CURRENT INSTRUCTION
SENDER HALF FETCH AT +1
*****

```

```

0043 0007 5140 000C 00F0
0044 0000 0000 0000 00F0
0045 0009 0000 0000 00F0
0046 0008 0000 0C00 00F0
0047 0009 0C40 0000 00F0
0048 0009 0C32 0000 00F0
0049 0008 2C40 000C 00F0
004A 0000 0000 0000 0040
004B 000C 0000 0000 0040

004C 0009 5000 000C 00F0
004D 0009 0000 0000 00F0
004E 0008 0000 0C00 00F0
004F 0009 0C40 1000 00F0
0050 0009 0C40 000C 00F0
0051 0009 0000 0000 00F0
0052 0008 0000 0C00 00F0
0053 2000 0000 0000 0040

0054 0009 0C40 000C 20F0
0055 0000 0000 0C00 00F0
0056 0009 0000 0000 00F0
0057 0C00 0F40 0C0C 00F0
0058 0009 2F56 000C 00F0
0059 0009 0C40 0000 00F0
005A 0008 0C00 0C0C 00F0
005B 0009 0C40 1000 00F0
005C 0C00 0000 0C00 00F0

005D 0009 0C01 0000 40F0
005E 0000 0000 0000 0030
005F 0009 0C4C 0C00 00F0
0060 0008 0C50 0000 00F0
0061 7C20 0010 0000 00F0
0062 7420 0010 0C00 00F0
0063 0009 0C40 1000 00F0
0064 0009 0C4C 0000 00F0
0065 0008 0C5E 0000 00F0
0066 7C20 0010 0000 00F0
0067 7420 0010 0C00 00F0
0068 4200 000F 0000 00F0

0069 0009 0C40 000C 20F0
006A 0009 0000 0000 00F0
006B 0C00 0F40 0C0C 00F0
006C 0009 2F56 000C 00F0
006D 0009 0C40 0000 00F0
006E 0C00 0000 0C0C 00F0
006F 0009 0C40 1000 00F0
0070 0C00 0C56 1C00 00F0
0071 2000 0000 0000 034C

0072 0009 2C00 000C 00F0
0073 0000 0000 0000 00E0
0074 0009 0000 0000 00F0

```

```

OPR74X3: SMIR=A-FIELD; A3=B-FIELD
A3=LIT=MAR SMAR=B(B)
BBASE=LIT
MR1,IF RDC
WHEN RDC THEN BEX
B=MIR,BMI
O EOL B
SCHECK FOR B(C) => ILLEGAL
IF FALSE THEN LIT + B=MAR;STEP ELSE SKIP
HALFFETCH-1=MPCR SMAR=B(A) ADDRESS
HALFFETCH=MPCR SENTER AT +1 AND DO NOT WRITE B(B)
S ***** COMPARE REGISTERS *****
OPR74X4: SA3=A(B); B=A(A)
A3=MAR
MR1,IF RDC
WHEN RDC THEN BEX
B=A3,BMI
MR1,IF RDC
WHEN RDC THEN BEX
SETCOMPARE-1=MPCR
S ***** COMPARE A(S) WITH A(A+1); A(A) SET COMPARE *****
OPR74X5: SB,MIR=A-FIELD; A3=B-FIELD
B=MAR;ASR
HALFFETCH=MPCR
MR1,IF RDC
WHEN RDC THEN SMAR+1=MAR,BEX
LIT AND SMAR=MAR
B=MIR;MR1,IF RDC
WHEN RDC THEN A3=MAR,BEX
B=A3;MR1,IF RDC
WHEN RDC THEN BEX
WHEN RDC THEN BEX
S ***** SMIR=A(A);A3=A(A+1);B=A(B) *****
A2 C=A2+CSAR
COMP 2=ASR
A3 XOR B
TEST DIFFERENT SIGNS
A3 LEQ B; IF MST THEN STEP ELSE SKIP
IF FALSE THEN A2 OR B100 C=A2;JUMP ELSE SKIP
IF TRUE THEN A2 OR B100 C=A2;JUMP ISAME SIGNS
B=A3,BMI
A3 XOR B
A3 LSS B; IF MST THEN STEP ELSE SKIP
IF FALSE THEN A2 OR B100 C=A2;JUMP ELSE SKIP
IF TRUE THEN A2 OR B100 C=A2;JUMP
A2 AND 0011 C=A2;JUMP
S ***** COMPARE A(A+1) AND A(A) WITH A(B) *****
OPR74X6: SB,MIR=A-FIELD; A3=B-FIELD
B=MAR;ASR
MR1,IF RDC
WHEN RDC THEN SMAR+1=MAR,BEX
LIT AND SMAR=MAR
B=MIR;MR1,IF RDC
WHEN RDC THEN A3=MAR,BEX
B=A3,BMI;MR1,IF RDC
WHEN RDC THEN A3 AND B=A3,BEX
SETCOMPARE-1=MPCR
S ***** COMPARE B(B) WITH B(A) *****
OPR74X7: SB,MIR=A-FIELD; A3=B-FIELD
LIT=8=MAR
BBASE=LIT
MR1,IF RDC

```


0875	AC08	E140	0C0C	0CF0	WHEN RDC THEN A3-LIT-MAR-BEX	25060C00	D
0876	A809	0C40	0C00	0CF0	B-MIR;MR1;IF RDC	25070C00	D
0877	AC08	0000	0C00	0CF0	WHEN RDC THEN BEX	25080C00	D
0878	0809	0C40	1030	0CF0	B-A3-0MI	25090C00	D
0879	286C	0000	0030	0040	SETCOMPARE-1-MPCR	25100C00	D
					S *****	25110C00	D
					OPR77X0:	25120C00	D
087A	2250	0000	0030	0040	UNWRITTEN4-1-MPCR	25130C00	D
					S *****	25140C00	D
087B	2250	0000	0000	0040	OPR77X1:	25150C00	D
					S *****	25160C00	D
087C	2250	0000	0000	0040	OPR77X4:	25170C00	D
					S *****	25180C00	D
087D	2250	0000	0000	0040	OPR77X5:	25190C00	D
					S *****	25200C00	D
					OPR77X6:	25210C00	D
087E	4800	0000	0000	00F0	WAIT	25220C00	D
087F	4809	0010	001C	00F0	0111-MAR2	25230C00	D
0880	4809	20C1	0030	00F0	LIT L-MIR	25240C00	D
0881	0000	0000	0030	00A0	B-LIT/16-SAR	25250C00	D
0882	9809	0000	0030	1CF0	MR2;IF SAI	25260C00	D
0883	9FC0	0000	0001	0CF0	WHEN SAI THEN RESET GC1;LCR XGIVE GC1 TO LOADER	25270C00	D
0884	0C40	0000	0C30	00E0	100-LIT	25280C00	D
0885	8200	0000	0002	00F0	INC; WHEN COV THEN STEP	25290C00	D
0886	8A00	0000	0000	0040	START-MPCR	25300C00	D
0887	0000	0000	0030	0040	END	25310C00	D
0888	0320	0000	0030	0040		25320C00	D
0889	02E0	0000	0000	0040		25330C00	D
0890	0230	0000	0000	0040		25340C00	D
0891	0230	0000	0000	0040			
0892	0710	0000	0000	0040			
0893	6C00	0000	0000	0040			
0894	650C	0000	0030	00C0			
0895	6340	0000	0000	0040			
0896	610C	0000	0030	0040			
0897	6000	0000	0000	0040			
0898	59C0	0000	0000	0040			
0899	4C00	0000	0030	0040			
0900	5100	0000	0030	0040			
0901	6C70	0000	0000	0040			
0902	41C0	0000	0000	00C0			
0903	3040	0000	0000	00C0			
0904	3C00	0000	0030	00C0			
0905	30C0	0000	0000	00C0			
0906	30F0	0000	0000	00C0			
0907	3000	0000	0000	00C0			
0908	30A0	0000	0030	00C0			
0909	3070	0000	0030	00C0			
0910	307C	0000	0030	00C0			
0911	3060	0000	0000	00C0			
0912	305C	0000	0030	00C0			
0913	3AD0	0000	0000	00C0			
0914	3A50	0000	0000	00C0			
0915	3A00	0000	0000	00C0			
0916	39F0	0000	0000	00C0			

1END

0393 3980 0000 0000 0000
0392 3980 0000 0000 0000
0391 3990 0000 0000 0000
0390 3970 0000 0000 0000
0389 38F0 0000 0000 0000
0388 3C10 0000 0030 0000
0377 3700 0000 0030 0000
0366 3720 0000 0030 0000
035C 3610 0000 0000 0000
0349 3540 0000 0000 0000
02E5 3860 0000 0030 0000
02E3 3A50 0000 0000 0000
02CF 2D30 0000 0000 0000
02C6 2C80 0000 0000 0000
028C 2C30 0000 0000 0000
0284 28AC 0000 0030 0000
022A 2300 0000 0000 0000
01FC 2090 0000 0000 0000
01F0 2090 0000 0000 0000
01F4 20A0 0000 0030 0000
01F0 20A0 0000 0000 0000
01EE 2320 0000 0030 0000
01E7 2320 0000 0030 0000
010F 2320 0000 0000 0000
0107 2320 0000 0000 0000
01CF 2320 0000 0030 0000
01CD 2320 0000 0030 0000
01C6 2320 0000 0030 0000
018E 1E70 0000 0000 0000
018D 10F0 0000 0000 0000
018C 1070 0000 0030 0000
018B 1C00 0000 0000 0000
018A 1C00 0000 0000 0000
0189 1C60 0000 0030 0000
0188 18E0 0000 0000 0000
0187 1970 0000 0030 0000
0176 17E0 0000 0000 0000
0175 1770 0000 0000 0000
0172 17A0 0000 0030 0000
0161 16C0 0000 0000 0000
015E 1860 0000 0000 0000
0144 1440 0000 0000 0000
0129 1370 0000 0000 0000
0126 1400 0000 0000 0000
0CF8 1150 0000 0000 0000
0CFA 1110 0000 0030 0000
00F9 1000 0000 0030 0000
00F8 10A0 0000 0000 0000
00F7 1080 0000 0000 0000
00F6 1020 0000 0030 0000
00F5 0F80 0000 0030 0000
00E0 0F30 0000 0000 0000
00D8 00F0 0000 0000 0000
00D4 1190 0000 0030 0000
00CA 1EE0 0000 0030 0000
00B3 3370 0000 0000 0000
00AA 2C40 0000 0000 0000
00A8 1EE0 0000 0030 0000
00A6 2270 0000 0000 0000

0CA2	22A0	0000	0000	0000	0000
0C9F	21E0	0000	0000	0000	0000
0C9E	0700	0000	0000	0000	0000
0C9D	07C0	0000	0000	0000	0000
0C9C	0780	0000	0000	0000	0000
0C9B	21E0	0000	0000	0000	0000
0C9A	21E0	0000	0000	0000	0000
0C99	07A0	0000	0000	0000	0000
0C98	0790	0000	0000	0000	0000
0C97	071C	0000	0000	0000	0000
0C96	068C	0000	0000	0000	0000
0C95	0530	0000	0000	0000	0000
0C94	0480	0000	0000	0000	0000
0C93	0420	0000	0000	0000	0000
0C92	0000	0000	0000	0000	0000
0C91	7F30	0000	0000	0000	0000
0C90	7E30	0000	0000	0000	0000
0C8F	21E0	0000	0000	0000	0000
0C8E	21E0	0000	0000	0000	0000
0C8D	21E0	0000	0000	0000	0000
0C8C	21E0	0000	0000	0000	0000
0C8B	7080	0000	0000	0000	0000
0C8A	7090	0000	0000	0000	0000
0C89	7080	0000	0000	0000	0000
0C88	7070	0000	0000	0000	0000
0C87	2100	0000	0000	0000	0000
0C86	2100	0000	0000	0000	0000
0C85	2100	0000	0000	0000	0000
0C84	7CA0	0000	0000	0000	0000
0C83	7AB0	0000	0000	0000	0000
0C82	7A10	0000	0000	0000	0000
0C81	7990	0000	0000	0000	0000
0C80	2100	0000	0000	0000	0000
0C7F	2100	0000	0000	0000	0000
0C7E	2100	0000	0000	0000	0000
0C7D	2100	0000	0000	0000	0000
0C7C	78EC	0000	0000	0000	0000
0C7B	7870	0000	0000	0000	0000
0C7A	7800	0000	0000	0000	0000
0C79	7780	0000	0000	0000	0000
0C78	2100	0000	0000	0000	0000
0C77	2100	0000	0000	0000	0000
0C76	2100	0000	0000	0000	0000
0C75	2100	0000	0000	0000	0000
0C74	7780	0000	0000	0000	0000
0C73	7750	0000	0000	0000	0000
0C72	7730	0000	0000	0000	0000
0C71	7780	0000	0000	0000	0000
0C70	210C	0000	0000	0000	0000
0C6F	210C	0000	0000	0000	0000
0C6E	210C	0000	0000	0000	0000
0C6D	210C	0000	0000	0000	0000
0C6C	76E0	0000	0000	0000	0000
0C6B	7630	0000	0000	0000	0000
0C6A	7610	0000	0000	0000	0000
0C69	7560	0000	0000	0000	0000
0C68	2100	0000	0000	0000	0000
0C67	73AC	0000	0000	0000	0000
0C66	7390	0000	0000	0000	0000
0C65	7320	0000	0000	0000	0000

0C64	7310	0000	0030	00C0
0C63	730C	00C0	0030	00C0
0C62	72F0	00C0	0000	00C0
0061	72E0	0000	0030	00C0
0C60	72C0	0000	0000	00C0
0C5F	72A0	0000	0030	00C0
0C5E	7200	0000	0000	00C0
0C5D	7260	0000	0030	00C0
0C5C	7240	0000	0000	00C0
0C50	7220	0000	0000	00C0
0C5A	7200	00C0	0000	00C0
0C59	71E0	0000	0000	00C0
0C58	7100	0000	0000	00C0
0C57	7100	00C0	0030	00C0
0C55	7100	0000	0000	00C0
0C54	701C	0000	0030	00C0
0053	6ED0	0000	0C30	00C0
0C52	6D70	0000	0000	00C0
0051	6CFC	00C0	0000	00C0
0C50	6BF0	0000	0030	00C0
0C4F	6B30	0000	0000	00C0
0C4E	6A80	0000	0C00	00C0
0C4D	6A10	00C0	0000	00C0
0C4C	6990	0000	0000	00C0
0C4B	6970	0000	0000	00C0
0C4A	6100	0000	0030	00C0
0C49	6940	0000	0000	00C0
0C48	6900	0000	0000	00C0
0C47	6880	00C0	0000	00C0
0C46	6860	00C0	0000	00C0
3045	67E0	0000	0000	00C0
0C44	67C0	0000	0030	00C0
0043	6740	0000	0000	00C0
0C42	6720	0000	0030	00C0
0041	6700	0000	0030	00C0
0C40	66AC	0000	0000	00C0
0C3F	21EC	0000	0000	0040
0C3E	21EC	0000	0000	0040
0C3D	6610	0000	0000	00C0
0C3C	21EC	0000	0030	0040
0C30	21E0	0000	0000	0040
0C3A	6470	0000	0000	00C0
0C39	6400	0000	0030	00C0
0C38	6240	0000	0000	00C0
0C37	61F0	00C0	0000	00C0
0036	60A0	0000	0000	00C0
0C35	6070	0000	0030	00C0
0C34	5EF0	0000	0000	00C0
0C33	5E80	00C0	0030	00C0
0C32	5DC0	0000	0000	00C0
0C31	5C00	0000	0000	00C0
0C30	5C90	0000	0030	00C0
0C2F	50C0	00C0	0030	00C0
0C2E	5000	00C0	0000	00C0
0C2D	5A00	0000	0000	00C0
0C2C	5A20	0000	0000	00C0
0C20	5990	0000	0000	00C0
0C2A	50F0	0000	0030	00C0
0C29	504C	0000	0000	00C0

APPENDIX C. LOADER PROGRAM LISTING

This appendix provides a copy of the Microtranslator output listing of the Loader written in conjunction with the Emulator. Its source is maintained on disk and cards; and its object module is maintained on disk. The Loader actually consists of three separate programs which provide assembly, debugging and IOC functions to the Emulator. It is a by-product of the Emulation, and it was used for implementation and testing of the Emulator. Its functions should be incorporated in the Emulator Program in the course of expansion to a full emulation.

(CONT-32)

TRANSLANG ASSEMBLER (02/24/76)

TUESDAY 09/28/76 15:35:37

SHEROE LOADER-SOURCE
PROGRAM UVK7-LOADER

ABASE=0
SBASE=0
SBASE=16
PAR=29
SWITCH=00
PLC=120
HEXADDR=210
CARDBUF=212
COLSX8=213
COLX12=214
COLX16=215
LASTCOL=232
PRINTADDR=237
BLANKLINE=500
ERRORLIST=280. PRINTAREA=238. DISKADDR=332
NUMLINES=36
S
XBEGIN PROGRAM HERE BY ZEROING MEMORY
WAIT
START: SET 0C1, WHEN 0C1 THEN 1 L=A1, MAR2
COMP 16 - : SAR
O: MIR, SAVE
MV2, A1-1 - : A1, IF SAI
IF A1 THEN SKIP ELSE STEP
WHEN SAI THEN A1 - : MAR2, JUMP
S
SREAD CARDS IN TO SETUP ERROR ROUTINES
ERRORSETUP:
010=MAR2
LIT L=A1
MOST(DISKADDR)=LIT, COMP 8=SAR
A1 OR LIT=A1
LEAST(DISKADDR)=LIT
LIT L=B
COMP 16=SAR, 100=LIT
A1 OR 0=MIR
OUTPUT1-1=CPCR
ANPCR=A1
ERRORLIST=ANPCR
LIT L=B
3=LIT, COMP 16=SAR
A1 OR 0 = MIR
ERRORSETUP1:
EXTOP-1=CPCR
ERRORSETUP1-1=MPCR
S
SSETUP BUFFER OF ALL SPACES FOR PRINTING BLANK LINES
0=BCJ, LCTR
32=LIT
BLANKLINE=ANPCR
0=MIR
ANPCR=MAR2
SAVE
MV2, IF SAI

0C00 480C 0000 0030 00F0
0C01 0000 00C1 401C 00F0
0C02 0000 00C0 3030 0020
0C03 4012 0005 0030 00F0
0C04 4809 00DE 4030 1CF0
0C05 6219 0000 0C30 00F0
0C06 9C28 00C3 0C1C 00F0

0C07 4809 0009 001C 00F0
0C08 4809 20C1 4030 00F0
0C09 00C0 0000 0030 00B0
0C0A 4809 413C 4030 00F0
0C0B 03C7 0005 0030 00E0
0C0C 4809 2001 003C 00F0
0C0D 000C 00C2 0030 00A0
0C0E 4809 AC5C 0030 00F0
0C0F 000C 00C0 0030 006C
0C10 4809 0640 4030 00F0
0C11 1100 0000 0000 00C0
0C12 4809 2001 0030 00F0
0C13 0030 0000 0000 00A0
0C14 4809 AC5C 0030 00F0
0C15 0010 0000 0000 0060
0C16 010C 0000 0000 0040

0C17 4809 0000 0001 00F0
0C18 0200 0000 0000 00E0
0C19 1F00 00C0 0000 00C0
0C1A 4809 0C40 0030 00F0
0C1B 4809 0643 001C 00F0
0C1C 4012 0000 0000 00F0
0C1D 9007 0000 0000 1CF0

9C08	0F46	001E	00F0
0C1E	002F	0000	00F0
0C1F	0027	0000	00F0
0C20	2009	0000	1000
0C21	0020	0000	0030
0C22	0009	2000	003C
0C23	0040	0000	0000
0C24	0030	0000	0000
0C25	0009	2001	C030
0C26	03F0	0000	0030
0C27	0009	AC56	003C
0C28	0009	2C52	0000
0C29	0140	0000	0000
0C2A	0419	2C52	0000
0C2B	0040	0000	0000
0C2C	030C	00C3	0000
0C2D	0419	2C52	0000
0C2E	0050	0000	0000
0C2F	0190	0000	0000
0C30	0419	2C52	0000
0C31	006C	0000	0030
0C32	026C	0000	0000
0C33	0419	2C52	0000
0C34	007C	0000	0000
0C35	0110	0000	0030
0C36	0419	2C52	0000
0C37	0080	0000	0000
0C38	0320	0000	0000
0C39	0419	2C52	0000
0C3A	0090	0000	0000
0C3B	025C	0000	0000
0C3C	0419	2C52	0000
0C3D	00A0	0000	003C
0C3E	0230	0000	0000
0C3F	0419	2C52	0000
0C40	008C	0000	0030
0C41	0200	0000	0000
0C42	0419	2C52	0000
0C43	00C0	0000	0030
0C44	0290	0000	0000
0C45	0419	2C52	0000
0C46	000C	0000	0000
0C47	036C	0000	0000
0C48	0419	0000	1000
0C49	00EC	0000	0030
0C4A	00F0	0000	0000
0C4B	0009	0003	1010
0C4C	0000	0000	00F0
0C4D	0000	0000	00F0
0C4E	0000	0000	00F0
0C4F	0000	0000	00F0
0C50	0000	0000	00F0
0C51	0000	0000	00F0
0C52	0000	0000	00F0
0C53	0000	0000	00F0
0C54	0000	0000	00F0
0C55	0000	0000	00F0
0C56	0000	0000	00F0
0C57	0000	0000	00F0
0C58	0000	0000	00F0
0C59	0000	0000	00F0
0C5A	0000	0000	00F0
0C5B	0000	0000	00F0
0C5C	0000	0000	00F0
0C5D	0000	0000	00F0
0C5E	0000	0000	00F0
0C5F	0000	0000	00F0
0C60	0000	0000	00F0
0C61	0000	0000	00F0
0C62	0000	0000	00F0
0C63	0000	0000	00F0
0C64	0000	0000	00F0
0C65	0000	0000	00F0
0C66	0000	0000	00F0
0C67	0000	0000	00F0
0C68	0000	0000	00F0
0C69	0000	0000	00F0
0C6A	0000	0000	00F0
0C6B	0000	0000	00F0
0C6C	0000	0000	00F0
0C6D	0000	0000	00F0
0C6E	0000	0000	00F0
0C6F	0000	0000	00F0
0C70	0000	0000	00F0
0C71	0000	0000	00F0
0C72	0000	0000	00F0
0C73	0000	0000	00F0
0C74	0000	0000	00F0
0C75	0000	0000	00F0
0C76	0000	0000	00F0
0C77	0000	0000	00F0
0C78	0000	0000	00F0
0C79	0000	0000	00F0
0C7A	0000	0000	00F0
0C7B	0000	0000	00F0
0C7C	0000	0000	00F0
0C7D	0000	0000	00F0
0C7E	0000	0000	00F0
0C7F	0000	0000	00F0
0C80	0000	0000	00F

004C	0040	0000	0000	0000	0000	C0E0	CARDUP=LIT	01100000	0
004D	0100	0000	0000	0000	0000	0040	READAFIELD-1=CPCR	01190000	0
004E	0009	0000	0000	0000	0000	00F0	LIT=IA1	01200000	0
004F	0070	0000	0000	0000	0000	00A0	7=LIT/COMP 16=8AR	01210000	0
0050	0012	0041	0000	0000	0000	00F0	0 L=J9/ SAVE	01220000	0
							LOOP BEGINS HERE	01230000	0
							1	01240000	0
0051	0009	E001	1000	0000	0000		A3 L=IA3	01250000	0
0052	7000	0000	0000	0000	0000		COMP 3=18AR	01260000	0
0053	0009	0C41	0000	0000	0000		0 C=18,MIR	01270000	0
0054	0000	0000	0000	0000	0000		COMP 0=18AR	01280000	0
0055	0009	AC56	0000	0000	0000		A1 AND 0=18	01290000	0
0056	0036	EC5C	1000	0000	0000		0 OR A3=IA3,BMI/ CALL	01300000	0
							SEND OF LOOP	01310000	0
							1	01320000	0
0057	0009	E15E	0000	0000	0000		SOPCODE IS NOW IN LSB OF B	01330000	0
0058	0300	0000	0000	0000	0000		SIF NOT ADV THEN OPC<60 =>TYPE 1	01340000	0
0059	7C19	E15E	0000	0000	0000		A3 L86 LIT	01350000	0
005A	0110	0000	0000	0000	0000		40=LIT	01360000	0
							SOPCODE = 600CTAL	01370000	0
005B	0310	0000	0000	0000	0000		IF FALSE THEN A3 LEQ LIT/SKIP	01380000	0
005C	7C19	E15E	0000	0000	0000		TYPE1-1=INPCR	01390000	0
005D	0120	0000	0000	0000	0000		TYPE4A-1=INPCR	01400000	0
							SIF NOT ADV THEN OPC<61 =>TYPE 4A	01410000	0
005E	0300	0000	0000	0000	0000		49=LIT	01420000	0
005F	7019	0000	0000	0000	0000		IF FALSE THEN A3 GEQ LIT/SKIP	01430000	0
0060	013C	0000	0000	0000	0000		TYPE4A-1=INPCR	01440000	0
							SIF ADV THEN OPCODE>70 =>TYPE 4A	01450000	0
							ELSE TYPE 4B	01460000	0
							56=LIT	01470000	0
							SOPC=70 OCTAL	01480000	0
							INSTRUCTION IS TYPE 4B - OPCODE STILL IN A3	01490000	0
							TYPE4B:	01500000	0
0061	0050	0000	0000	0000	0000		COL5X0=LIT	01510000	0
0062	014C	0000	0000	0000	0000		READAFIELD-1=CPCR	01520000	0
0063	0009	E001	1000	0000	0000		A3 L=IA3	01530000	0
0064	0000	0000	0000	0000	0000		COMP 3=18AR	01540000	0
0065	0009	0C41	0000	0000	0000		0 C=18,MIR	01550000	0
0066	0000	0000	0000	0000	0000		COMP 0=18AR	01560000	0
0067	0009	AC56	0000	0000	0000		A1 AND 0=18	01570000	0
0068	0009	EC5C	1000	0000	0000		A3 OR 0=IA3,BMI	01580000	0
0069	0009	0C41	0000	0000	0000		0 C=18,MIR	01590000	0
006A	0009	E001	1000	0000	0000		A3 L=IA3	01600000	0
006B	000C	0000	0000	0000	0000		COMP 1=18AR	01610000	0
006C	0012	E95C	1000	0000	0000		A3 OR 000T=A3,BMI/SAVE	01620000	0
							SSETUP FOR TWO PASS LOOP FOR REST OF "H"	01630000	0
006D	0009	E001	1000	0000	0000		A3 L=IA3	01640000	0
006E	7000	0000	0000	0000	0000		COMP 3=18AR	01650000	0
006F	0009	0C41	0000	0000	0000		0 C=18,MIR	01660000	0
0070	0000	0000	0000	0000	0000		COMP 0=18AR	01670000	0
0071	0009	AC56	0000	0000	0000		A1 AND 0=18	01680000	0
0072	0036	EC5C	1000	0000	0000		A3 OR 0=IA3,BMI/CALL	01690000	0
							SEND OF LOOP	01700000	0
0073	0150	0000	0000	0000	0000		OUTPUT-1=INPCR	01710000	0
							1	01720000	0
							SOPCODE IS STILL IN A3	01730000	0
0074	005C	0000	0000	0000	0000		COL5X0=LIT	01740000	0
0075	016C	0000	0000	0000	0000		READAFIELD-1=CPCR	01750000	0
0076	0052	0000	0000	0000	0000		SET LC2/SAVE	01760000	0
							SSTART 3 PASS LOOP HERE	01770000	0
0077	0009	E001	1000	0000	0000		A3 L=IA3	01780000	0

0678	9000	0000	0030	0030
0679	9009	0C41	0000	00F0
067A	9000	0000	0000	0030
067B	9009	AC56	0000	00F0
067C	9009	EC5C	1000	00F0
067D	302E	0000	0030	00F0
067E	9009	E0C1	1000	00FC
067F	900C	0000	0000	0030
0680	9009	E05C	1000	00F0
0681	9170	0000	0000	C040
0682	0050	0000	0000	00E0
0683	010C	0000	0000	0060
0684	0052	0000	0000	00F0
0685	9009	E001	1030	00F0
0686	9000	00C0	0000	0030
0687	9009	0C41	0000	00F0
0688	000C	0000	0030	0030
0689	0009	AC56	000C	00F0
068A	9009	EC5C	100C	00F0
068B	302E	00C0	0000	00F0
068C	9009	E001	1000	00F0
068D	900C	0000	0000	0030
068E	9009	E05C	1000	00F0
068F	0060	0000	0000	00EC
0690	0190	0000	0030	0060
0691	9009	E0C1	1000	00F0
0692	9000	0000	0000	0030
0693	9005	0C41	0000	00F0
0694	000C	0000	0000	0030
0695	9009	AC56	0030	00F0
0696	9009	EC50	1000	00F0
0697	9000	0000	0000	0030
0698	9009	0C41	000C	00F0
0699	9000	0000	0030	0030
069A	9009	E05C	1000	00F0
069B	9012	0000	0030	C0F0
069C	9009	E0C1	1000	C0F0
069D	9000	0000	0000	0030
069E	9009	0C41	0000	00F0
069F	9000	0000	0030	0030
069G	9009	AC56	0000	00F0
069H	9009	EC5C	1000	00F0
069I	9036	00C0	0000	00F0
06A2	007C	00C0	0000	00E0
06A3	01A0	0000	0000	0060
06A4	3419	E0C0	0000	00F0
06A5	09AC	0000	0000	0040


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00C5 0240 0000 0000 0000
00C6 0250 0000 0000 0000
00C7 0009 0000 0000 0000
00C8 0500 0000 0000 0000
00C9 0009 2003 0000 0000
00CA 0260 0000 0000 0000

00CB 0270 0000 0000 0000
00CC 0009 0000 0000 0000
00CD 0009 2003 0000 0000
00CE 0100 0000 0000 0000
00CF 0200 0000 0000 0000
00D0 0949 0000 0000 0000
00D1 0290 0000 0000 0000

00D2 02A0 0000 0000 0000
00D3 0009 0001 0000 0000
00D4 0100 0000 0000 0000
00D5 0009 0000 1000 0000
00D6 0009 2003 0000 0000
00D7 0009 0001 0000 0000
00D8 0070 0000 0000 0000
00D9 0012 0000 0000 0000
00DA 0009 0000 0000 0000
00DB 0000 AC40 0000 0000
00DC 0429 0F46 0000 0000
00DD 0009 0000 0000 0000
00DE 0009 2003 0000 0000
00DF 0700 0000 0000 0000

00E0 0009 0000 0000 0000
00E1 0000 0000 0000 0000
00E2 0009 0001 2000 0000
00E3 0009 CC5C 2000 0000
00E4 0009 0000 0000 0000
00E5 0000 0000 0000 0000

SETADDR-1-1MPCR
SEND SETAREG
S
SESWITCHES:
SESWITCH VALUE WILL BE IN COL 9 OF CARD OR BITS 12-14 OF A3
SHASK VALUE AND WRITE TO ADDRESS 64
GETADDR-1-1CPCR
A3=MIR
SWITCH-LIT
LIT=MAR2
OUT-1-MPCR
S
IFETCH:
SRROUTINE SETS UP PAR AND GOES TO A LOOP CHECKING CC1
SWITCH WILL BE SIGNAL TO DO I/O. RETURNS TO OTHER PROCESSOR
SATER CLEARING CC1
GETADDR-3-1CPCR
A3=MIR
LIT=MAR2
PAR=LIT
OUTPUT1-1-CPCTR
RESET CC1
JONEO-1-MPCR
S
LOADERADDRESS: SSETUP ADDRESS TO LOAD PROGRAM INTO. ADDRESS WILL BE
SADDED TO 1024 FOR CORRECT LOADING. NUMBER WILL BE WRITTEN
TO BASE REGISTERS LOCATION COUNTER WILL BE STORED AT 20C
SAND CAN ALSO BE MODIFIED BY "0" CARD
SSET BASE REGISTER IN INCREMENTS OF 0192
S
GETADDR-1-1CPCR
LOCATION RETURNED IN A3
1 L=B,MIR
COMP 10=SA1;SBASE=LIT
A3=B-A3
LIT=MAR2
7=LIT;COMP 13=SA1
LCIR;SAVE
HW2;BHI;IF SA1
WHEN SA1 THEN A1+B=MIR;INC
IF NOT COV THEN BMAR+1=MAR2;JUMP
A3=MIR;B
LIT=MAR2
PL0C=LIT
ADDRESS OF LOCATION COUNTER
SA2 NOW HAS SECTOR ADDRESS/LOCATION COUNT
A2 R=12;CSAR
16=1;SAR
A2 L=12
A2 OR 0 =12
HW2;IF SA1
WHEN SA1 THEN 0; STEP
XB REGISTERS 24-31 SET AND LOCATION COUNTER 106 SET
S
NEWROD:
CARDREAD:
SRROUTINE USES A1+B=MIR
STNIS ROUTINE PLACES A 0/190 INTO MAILBOX

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0066 0009 0000 0001 00F0
0067 0210 00C0 0030 00E0
0068 0009 20C3 001C 00F0
0069 0020 0000 0030 00A0
006A 0009 0C40 0030 00F0
006B 0200 0000 0000 00A0
006C 0000 0F40 001E 00F0
006D 0C40 00C0 0030 00A0
006E 0009 2000 0030 00F0
006F 0000 0000 0030 00E0
0070 0200 0000 0030 00A0
0071 0000 0000 0030 00F0
0072 0009 0001 4030 00F0
0073 0020 00C0 0000 00F0
0074 0009 20C3 001C 00F0
0075 0012 0000 0031 00F0
0076 0030 0000 0000 0000
0077 0009 0C41 0032 00F0
0078 0009 0000 0F30 00F0
0079 0000 0000 0030 0030
007A 0009 0001 4030 00F0
007B 0009 0C40 0030 00F0
007C 0000 0000 0030 1CF0
007D 0000 2000 0030 00F0
007E 0040 0000 0030 0000
007F 0000 0000 0030 00A0
0080 0009 0C40 0030 00F0
0081 0009 2C30 0000 00F0
0082 0300 0000 0000 00A0
0083 0000 2000 0030 00F0
0084 0020 0000 0000 00A0
0085 0C19 00C1 0F00 00F0
0086 0210 00C0 0030 00A0
0087 0009 0C40 0030 00F0
0088 0200 0000 0030 00F0
0089 0000 0000 0030 00E0
008A 0210 0000 0000 00A0
008B 0009 0000 0000 00F0
008C 0009 0000 0000 00F0
008D 0009 0000 0000 00F0
008E 0009 0000 0000 00F0
008F 0009 0000 0000 00F0
0090 0009 0000 0000 00F0
0091 0009 0000 0000 00F0
0092 0009 0000 0000 00F0
0093 0009 0000 0000 00F0
0094 0009 0000 0000 00F0
0095 0009 0000 0000 00F0
0096 0009 0000 0000 00F0
0097 0009 0000 0000 00F0
0098 0009 0000 0000 00F0
0099 0009 0000 0000 00F0
009A 0009 0000 0000 00F0
009B 0009 0000 0000 00F0
009C 0009 0000 0000 00F0
009D 0009 0000 0000 00F0
009E 0009 0000 0000 00F0
009F 0009 0000 0000 00F0
00A0 0009 0000 0000 00F0
00A1 0009 0000 0000 00F0
00A2 0009 0000 0000 00F0
00A3 0009 0000 0000 00F0
00A4 0009 0000 0000 00F0
00A5 0009 0000 0000 00F0
00A6 0009 0000 0000 00F0
00A7 0009 0000 0000 00F0
00A8 0009 0000 0000 00F0
00A9 0009 0000 0000 00F0
00AA 0009 0000 0000 00F0
00AB 0009 0000 0000 00F0
00AC 0009 0000 0000 00F0
00AD 0009 0000 0000 00F0
00AE 0009 0000 0000 00F0
00AF 0009 0000 0000 00F0
00B0 0009 0000 0000 00F0
00B1 0009 0000 0000 00F0
00B2 0009 0000 0000 00F0
00B3 0009 0000 0000 00F0
00B4 0009 0000 0000 00F0
00B5 0009 0000 0000 00F0
00B6 0009 0000 0000 00F0
00B7 0009 0000 0000 00F0
00B8 0009 0000 0000 00F0
00B9 0009 0000 0000 00F0
00BA 0009 0000 0000 00F0
00BB 0009 0000 0000 00F0
00BC 0009 0000 0000 00F0
00BD 0009 0000 0000 00F0
00BE 0009 0000 0000 00F0
00BF 0009 0000 0000 00F0
00C0 0009 0000 0000 00F0
00C1 0009 0000 0000 00F0
00C2 0009 0000 0000 00F0
00C3 0009 0000 0000 00F0
00C4 0009 0000 0000 00F0
00C5 0009 0000 0000 00F0
00C6 0009 0000 0000 00F0
00C7 0009 0000 0000 00F0
00C8 0009 0000 0000 00F0
00C9 0009 0000 0000 00F0
00CA 0009 0000 0000 00F0
00CB 0009 0000 0000 00F0
00CC 0009 0000 0000 00F0
00CD 0009 0000 0000 00F0
00CE 0009 0000 0000 00F0
00CF 0009 0000 0000 00F0
00D0 0009 0000 0000 00F0
00D1 0009 0000 0000 00F0
00D2 0009 0000 0000 00F0
00D3 0009 0000 0000 00F0
00D4 0009 0000 0000 00F0
00D5 0009 0000 0000 00F0
00D6 0009 0000 0000 00F0
00D7 0009 0000 0000 00F0
00D8 0009 0000 0000 00F0
00D9 0009 0000 0000 00F0
00DA 0009 0000 0000 00F0
00DB 0009 0000 0000 00F0
00DC 0009 0000 0000 00F0
00DD 0009 0000 0000 00F0
00DE 0009 0000 0000 00F0
00DF 0009 0000 0000 00F0
00E0 0009 0000 0000 00F0
00E1 0009 0000 0000 00F0
00E2 0009 0000 0000 00F0
00E3 0009 0000 0000 00F0
00E4 0009 0000 0000 00F0
00E5 0009 0000 0000 00F0
00E6 0009 0000 0000 00F0
00E7 0009 0000 0000 00F0
00E8 0009 0000 0000 00F0
00E9 0009 0000 0000 00F0
00EA 0009 0000 0000 00F0
00EB 0009 0000 0000 00F0
00EC 0009 0000 0000 00F0
00ED 0009 0000 0000 00F0
00EE 0009 0000 0000 00F0
00EF 0009 0000 0000 00F0
00F0 0009 0000 0000 00F0
00F1 0009 0000 0000 00F0
00F2 0009 0000 0000 00F0
00F3 0009 0000 0000 00F0
00F4 0009 0000 0000 00F0
00F5 0009 0000 0000 00F0
00F6 0009 0000 0000 00F0
00F7 0009 0000 0000 00F0
00F8 0009 0000 0000 00F0
00F9 0009 0000 0000 00F0
00FA 0009 0000 0000 00F0
00FB 0009 0000 0000 00F0
00FC 0009 0000 0000 00F0
00FD 0009 0000 0000 00F0
00FE 0009 0000 0000 00F0
00FF 0009 0000 0000 00F0
0100 0009 0000 0000 00F0
0101 0009 0000 0000 00F0
0102 0009 0000 0000 00F0
0103 0009 0000 0000 00F0
0104 0009 0000 0000 00F0
0105 0009 0000 0000 00F0
0106 0009 0000 0000 00F0
0107 0009 0000 0000 00F0
0108 0200 0000 0030 00F0
0109 1070 0000 0000 00A0
010A 0210 0000 0000 00A0
010B 1C40 0002 0C2C 00F0
010C 0009 0000 0000 10F0
010D 0000 0000 0000 00F0
010E 0009 0000 0000 00F0
010F 0000 0000 0000 00F0
0110 0009 0000 0030 00F0
0111 0000 0000 0000 00F0
0112 0009 0C42 00C0 00F0
0113 0020 0000 0000 00F0
0114 0009 0000 0C00 00F0
0115 0009 0000 1011 00F0

```

THIS SHOULD READ 20 WORDS INTO ADDRESS 334(0)
 0-000,LCR
 33-LIT
 LIT=MAR2
 HEXADDR=LIT;COMP 16-SAR
 B-MIR
 OUTPUT1-1-CPCR
 ZBUFF: IF NOT GOV THEN 0MAR+1=MAR2,INC;STEP ELSE SKIP
 ZBUFF-1-MPCR
 CARDFETCH: LIT =: MIR; IF SAI
 CARDGUF=LIT
 EXTDP-1 =: CPCR
 CARDFETCH-1 =: MPCR
 A2 L-A1
 HEXADDR=LIT;COMP 20-SAR
 LIT=MAR2
 0-MIR,LCR;SAVE
 COMP 0-SAR;3-LIT
 B L-MIR,INC;IF SAI
 A1 R=001
 COMP 3-SAR
 A1 L-A1
 B-MIR
 IF GOV THEN MV2;STEP ELSE JUMP
 WHEN SAI THEN LIT=MIR,MAR2
 CARDGUF=LIT;24-SAR
 INPUT-1-CPCR
 B R=0
 LIT EOL B
 40-LIT;16-SAR
 IF TRUE THEN LIT=MIR;STEP ELSE SKIP
 HEXADDR=LIT;16-SAR
 IF 100 THEN 1 L=001;SKIP
 CHECKCOL1-1-MPCR
 B-MIR
 CARDPRINT:
 EXTDP-1 =: CPCR
 CARDPRINT-1-MPCR
 CHECKCOL1-1-MPCR
 1
 1
 THIS ROUTINE PERFORMS REQUESTED EXTERNAL INTERFA
 TO THE TOP MIR = FUNCTION/ADDRESS
 RETURNS CONDITION OF OP IN B
 SET GC2 WHEN GC2 THEN NOT 0 =: MAR1
 MV1; IF SAI
 WHEN SAI THEN 0; SET INT
 IF INT
 WHEN INT THEN STEP
 MR1;IF ROC
 WHEN ROC THEN BEX; RESET GC2
 NOT B
 IF ABT THEN JUMP ELSE RETN
 SEND EXTERNAL FUNCTION
 1
 GETADDR:
 ASSUME MAR2 IS SET UP TO REREAD SAME WORD VIA BEX. RESULT WILL
 BE RETURNED IN A3, 7MIR CONTAINS ADDRESS OF WORD
 BEX
 0 =: A3,BR2,LCR FIRST DIGIT IS LAST BYTE OF B

Address	Hex	Assembly	Comment
00116	0030	00C0 0030 0000	COMP 0 =:SAR;3=:LIT
00117	0009	2C57 1000 00F0	0 AND LIT L =: A3
00118	0070	00C0 0070 0000	7=:LIT;COMP 3=:SAR
00119	0009	20C3 001C 00F0	LIT=:MAR2
00120	0030	0000 0000 0000	COL5X0=LIT
00121	0009	0000 0000 0000	MAR2;IF RDC
00122	0009	0000 0000 0000	WHEN RDC THEN BEX
00123	0009	0000 0000 0000	SETADDRLOP; B C =: B;HIR
00124	0009	0000 0000 0000	COMP 0 =: SAR; 7 =: LIT
00125	0009	0000 0000 0000	0 AND LIT =: B;INC
00126	0009	0000 0000 0000	A3 OR B L=A3;B;H;C;SAR
00127	0009	0000 0000 0000	COMP 3 =: SAR
00128	0009	0000 0000 0000	IF COV THEN A3 R=A3; JUMP ELSE STEP
00129	0009	0000 0000 0000	GETADDRLOP-1 =: MPCR
00130	0009	0000 0000 0000	S
00131	0009	0000 0000 0000	S
00132	0009	0000 0000 0000	SETADDR: RSET THE REGISTER ADDRESSED IN A3 TO VALUES IN COLS 9-16
00133	0009	0000 0000 0000	FOUND IN BUFFERS 199 & 200
00134	0009	0000 0000 0000	S
00135	0009	0000 0000 0000	LIT=:MAR2;SET LC2
00136	0009	0000 0000 0000	COL9X12=LIT
00137	0009	0000 0000 0000	SET COLUMNS 9-12
00138	0009	0000 0000 0000	INPUT-1=CPCR
00139	0009	0000 0000 0000	B=A1
00140	0009	0000 0000 0000	A1 L=A1;LC2R
00141	0009	0000 0000 0000	COMP 6=:SAR;2=LIT
00142	0009	0000 0000 0000	A1 R=B
00143	0009	0000 0000 0000	COMP 2=:SAR
00144	0009	0000 0000 0000	A1 L=A1;SAVE
00145	0009	0000 0000 0000	SETLOOP: A1 L=A1
00146	0009	0000 0000 0000	COMP 5=:SAR
00147	0009	0000 0000 0000	B L=MIR
00148	0009	0000 0000 0000	COMP 3=:SAR
00149	0009	0000 0000 0000	A1 R=B;B1
00150	0009	0000 0000 0000	A1 L=A1;INC
00151	0009	0000 0000 0000	B=MIR
00152	0009	0000 0000 0000	IF COV THEN B;MAR2;B;M1;SKIP
00153	0009	0000 0000 0000	SETLOOP-1=MPCR
00154	0009	0000 0000 0000	MAR2;IF RDC THEN BEX
00155	0009	0000 0000 0000	WHEN RDC THEN BEX
00156	0009	0000 0000 0000	B=A1;LC2R;B;M1
00157	0009	0000 0000 0000	3=:LIT
00158	0009	0000 0000 0000	IF NOT LC2 THEN INC; CALL ELSE JUMP
00159	0009	0000 0000 0000	A3=:MAR2
00160	0009	0000 0000 0000	MEMWORD-1=AMPCR
00161	0009	0000 0000 0000	OUTPUT1:
00162	0009	0000 0000 0000	MAR2;IF SAI
00163	0009	0000 0000 0000	WHEN SAI THEN 0;JUMP
00164	0009	0000 0000 0000	MAR2;IF RDC
00165	0009	0000 0000 0000	WHEN RDC THEN BEX;JUMP
00166	0009	0000 0000 0000	S
00167	0009	0000 0000 0000	DUMP:
00168	0009	0000 0000 0000	SETADDR-1=:CPCR
00169	0009	0000 0000 0000	A2=:HIR
00170	0009	0000 0000 0000	A2 SAVED AWAY AS TEMPORARY FOR FUTURE RESTORATION
00171	0009	0000 0000 0000	LIT=:MAR2
00172	0009	0000 0000 0000	PL0C=LIT;COMP 16=:SAR
00173	0009	0000 0000 0000	LIT=0
00174	0009	0000 0000 0000	MUNLINES=LIT
00175	0009	0000 0000 0000	NUMBER 3F ADDRESSES TO PRINT

0100	4809	0C40	2030	C0F0	05376C0C	D
0101	0E50	00C0	0050	C0C0	05380C00	D
0102	2029	0000	0050	00F0	05390C00	D
0103	0320	0000	0030	C040	05400C00	D
0104	4809	00C1	0830	C0F0	05410C00	D
0105	0E50	00C0	0020	00AC	05420C00	D
0106	4809	2C5C	0C30	C0F0	05430C00	D
0107	4809	0000	0030	006C	05440C00	D
0108	1230	00C0	0020	C040	05450C00	D
0109	4809	00C0	0030	C0F0	05460C00	D
010A	12AC	0000	0030	C040	05470C00	D
010B	4809	20C3	001C	00F0	05480C00	D
010C	0060	0000	0020	00E0	05490C00	D
010D	4809	0000	0031	00F0	05500C00	C
010E	0030	0000	0030	C0E0	05510C00	D
010F	13E0	0000	0030	006C	05520C0C	C
0110	4812	0C40	0030	C0F0	05530C00	D
0111	4809	00C1	0030	C0F0	05540C00	D
0112	0000	0000	0030	C030	05550C00	C
0113	4809	00C0	0030	C0F0	05560C00	D
0114	4809	00C1	0030	C0F0	05570C00	D
0115	4809	EC41	1030	C0F0	05580C00	D
0116	9000	00C0	0030	C030	05590C0C	C
0117	4809	0C41	0030	C0F0	05600C00	D
0118	4809	00C0	0030	C030	05610C00	D
0119	4809	EC40	0032	C0F0	05620C00	D
011A	0C00	0F46	001C	00F0	05630000	D
011B	0020	0000	0030	00E0	05640C00	D
011C	2C0F	0000	0021	00F0	05650C00	D
011D	1E00	0000	0030	0040	05660C00	D
011E	4809	00C1	0030	C0F0	05670C00	D
011F	0000	0000	0030	C030	05680C00	C
0120	4809	0000	0030	C0F0	05690000	D
0121	4809	EC40	0030	C0F0	05700C00	D
0122	3000	0000	0030	C0F0	05710C0C	D
0123	0330	0000	0030	C040	05720100	D
0124	4809	20C3	001C	00F0	05730000	D
0125	0040	0000	0030	C0E0	05740C00	D
0126	13E0	0000	0030	C060	0575000C	D
0127	113C	00C0	0000	0060	05760C00	D
0128	4809	0000	0030	C0FC	05770C00	D
0129	4809	00C2	0030	C0F0	05780C00	D
012A	0000	0000	0030	C0F0	05790C00	D
012B	002C	00C0	0030	C040	05800C00	D
012C	4809	00C1	C800	00FC	05810C00	D
012D	0000	0000	0030	C02C	05820C00	D
012E	4809	EC43	001C	00F0	05830C00	D
012F	13C0	0000	0000	0060	05840C00	D
0130	0E50	0000	0030	C040	05850C00	D
0131	0000	0018	001C	00F0	05860C0C	C
0132	13E0	C0C0	0030	0060	05870C00	C
0133	4809	0C40	C0C0	00F0	05880C00	D
0134	0000	0000	0030	002C	05890C00	D
0135	4809	AC40	0040	00F0	05900C00	D
0136	0340	00C0	0030	C0C0	05910C00	D
0137	4809	0000	0030	C0F0	05920C00	D
0138	0024	0C43	101C	C0FC	05930C00	D

```

PRINTBUFF:
1 L=18
COMP 16-SAR,PRINTAREA=LIT
LIT OR B=MIR
EXTOP-1=1-CPCR
PRINTBUFF-1=MPCR
A3 R=A3
SETBUFF-1=MPCR

DATA:
LIT=MAR2; SET LC1
COL9X12=LIT
O=MIR,LC1R
3=LIT
INPUT-1=CPCR
B=A1,8M1/SAVE
A1 L=A1
COMP 4=SAR
A1 R=A3
A3 + B L=A3,BAD
COMP 3=SAR
B L=B
COMP 1=SAR
A3+B,MIR,INC
IF COV THEN BMAR+1=MAR2; STEP ELSE JUMP
2=LIT
IF LC1 THEN LC1R; STEP ELSE SKIP
DATA1-1=MPCR
A1 L=A1
COMP 4=SAR
A1 R=A3
A3+B,A1,B
IF LC2 THEN STEP ELSE SKIP
RESERVE1-1=MPCR
LIT=MAR2
CARDUFF=LIT
INPUT-1=CPCR
GETADDR-1=CPCR
A1=MIR
NOT A3
IF ADT THEN STEP ELSE SKIP
NOPACK-1=MPCR
1 L=B
COMP 10-SAR
A3+B=MAR2
OUTPUT1-1=CPCR
NEWWORD-1=MPCR
IOREQ: SET GC1; WHEN GC1 THEN B111=MAR2
INPUT-1=CPCR
B R=A1
COMP 16-SAR
A1+AMPCR=AMPCR
EXTIOREQ-1=AMPCR
STEP
B=MAR2,A3;EXEC

```

```

RESTORE A2 FROM SAVED LOCATION

SB=1/ADDRESS FOR PRINT BUFFER CODE

SIMPUT DECIMAL DATA

1GET RID OF BCL HEADER
2ISOLATE LOW ORDER 4 BITS
SHULT BY 8
SHULT BY 2

1ADD IN LSP BYTE

1COULD HAVE BEEN CALLED BY RESERVE

1MREAD COLS 4-8 FOR ADDRESS

1IF ADDR=0 PUT IN LINE
1OTHERWISE PUT AT ADDRESS GIVEN

1OFFSEET ADDRESS BY 1024

1NORMAL RETURN TO GET NEXT CARD

```


0189	09F6	0000	0030	00F0	0597C000 D
018A	4949	0019	00D5	00F0	0598C000 D
018B	0000	0000	0002	00F0	0599C000 D
018C	1000	0000	0030	0040	0600C000 C
018D	0350	00C0	0000	00C0	0601C000 D
018E	0360	0000	0000	00C0	0602C000 D
018F	0370	0000	0030	00C0	0603C000 D
0190	0380	0000	0030	00C0	0604C000 D
0191	0390	0000	0030	00C0	0605C000 D
0192	03A0	0000	0030	00C0	0606C000 D
0193	03B0	0000	0000	00C0	0607C000 D
0194	03C0	0000	0030	00C0	0608C000 D
0195	0000	0000	0000	00C0	0609C000 D
0196	0000	0000	0000	00C0	0610C000 D
0197	0000	0000	0000	00C0	0611C000 C
0198	0000	0000	0000	00C0	0612C000 D
0199	0000	0000	0000	00C0	0613C000 D
019A	0000	0000	0000	00C0	0614C000 D
019B	0000	0000	0000	00C0	0615C000 D
019C	0000	0000	0000	00C0	0616C000 D
019D	0000	0000	0000	00C0	0617C000 D
019E	0000	0000	0000	00C0	0618C000 D
019F	0000	0000	0000	00C0	0619C000 D
01A0	0000	0000	0000	00C0	0620C000 D
01A1	0000	0000	0000	00C0	0621C000 D
01A2	0000	0000	0000	00C0	0622C000 D
01A3	0000	0000	0000	00C0	0623C000 C
01A4	0000	0000	0000	00C0	0624C000 D
01A5	0000	0000	0000	00C0	0625C000 D
01A6	0000	0000	0000	00C0	0626C000 D
01A7	0000	0000	0000	00C0	0627C000 D
01A8	0000	0000	0000	00C0	0628C000 D
01A9	0000	0000	0000	00C0	0629C000 D
01AA	0000	0000	0000	00C0	0630C000 D
01AB	0000	0000	0000	00C0	0631C000 D
01AC	0000	0000	0000	00C0	0632C000 C
01AD	0000	0000	0000	00C0	0633C000 D
01AE	0000	0000	0000	00C0	0634C000 C
01AF	0000	0000	0000	00C0	0635C000 D
01B0	0000	0000	0000	00C0	0636C000 C
01B1	0000	0000	0000	00C0	0637C000 D
01B2	0000	0000	0000	00C0	0638C000 D
01B3	0000	0000	0000	00C0	0639C000 D
01B4	0000	0000	0000	00C0	0640C000 C
01B5	0000	0000	0000	00C0	0641C000 D
01B6	0000	0000	0000	00C0	0642C000 D
01B7	0000	0000	0000	00C0	0643C000 D
01B8	0000	0000	0000	00C0	0644C000 D
01B9	0000	0000	0000	00C0	0645C000 D
01BA	0000	0000	0000	00C0	0646C000 D
01BB	0000	0000	0000	00C0	0647C000 C
01BC	0000	0000	0000	00C0	0648C000 C
01BD	0000	0000	0000	00C0	0649C000 D
01BE	0000	0000	0000	00C0	0650C000 D
01BF	0000	0000	0000	00C0	0651C000 D
01C0	0000	0000	0000	00C0	0652C000 D
01C1	0000	0000	0000	00C0	0653C000 D
01C2	0000	0000	0000	00C0	0654C000 D
01C3	0000	0000	0000	00C0	0655C000 D


```

10RETURN:  CALL ISET LC1
           RESET GC1; B111=CTR
           INC WHEN COV THEN STEP
           IOREG-1=MPCR
EXT10REG:
           DUMPREG-1=AMPCR
           DUMPADD-1=AMPCR
           CARD10-1=AMPCR
           DISK10-1=AMPCR
           DISKWRITE-1=AMPCR
           PRINTER10-1=AMPCR
           WORD10-1=AMPCR
           PRINTLINE-1=AMPCR
           START-1=AMPCR
DUMPREG:
           STEP
           BLANKLINE=AMPCR
           STEP
           AMPCR=MIR
           LIT L=BB1
           16=SAR;1=LIT
           B=MIR
           OUTBLANK:  EXTOP-1=CPCR
           OUTBLANK-1=MPCR
           IODUMP-1=MPCR
DUMPADD:
           IODUMP-1=MPCR
CARD10:
           READ ONE CARD INTO BUFFER ADDRESSED IN 9,MAR2
           A3 L=A3
           COMP 16=SAR
           A3 R=MIR;IF LC1
CARD101:
           EXTOP-1=CPCR
           CARD101-1=MPCR
           IORETURN-1=MPCR
DISKWRITE:
           WAIT
PRINTER10:
           B=BCB;LC1R
           33=LIT
           LIT=MAR2. PRINTAREA=LIT
           B=MIR;SAVE
           M12;IF SAI
           WHEN SAI THEN 0;STEP
           IF NOT COV THEN BHAR-1=MAR2;INC;JUMP
           A3 AND LIT L=A3,BAD
           COMP 3=SAR;7=LIT
           B L=B;LC1R
           COMP 1=SAR;9=LIT
           A3+B=A3
           A3+AMPCR=MAR2;A1
           ERRORLIST=AMPCR
           LIT=A3
           PRINTAREA-1=LIT
ERROR1:
           INPUT-1=CPCR
           B=MIR
           A3+1=A3,MAR2;INC

```


07160000 D
07170000 D
07180000 D
07190000 D
07200000 D
07210000 D
07220000 D
07230000 D
07240000 D
07250000 C
07260000 D

IF C0V THEN A3+1=HAR2,A3J STEP ELSE JUMP
IF LC2 THEN A3=A2,SET LC2 XUSE NEXT ADDRESS FROM A2
OUTPUT1-1=CPGR
A1+1=A1,HAR2
WORD1-1=ANPCR
A1 EOL LIT
LASTCOL=LIT
IF FALSE THEN JUMP
IF LC2 THEN A3+1=A2
NEWWD-1=NPGR
END

1218 = LAST COLUMN OF CARD
XRESET PROGRAM COUNTER

WORD2:
1END

0221 8C00 EDC3 1C1C C0F0
0222 3E99 E9C8 2000 00F0
0223 13C0 0000 0030 0060
0224 8009 ABC3 901C C0F8
0225 2178 0000 0C00 00CC
0226 9099 A152 0C0C 00F0
0227 0E60 0000 0030 CCE0
0228 6029 0000 0030 00F8
0229 3C09 EDC3 2000 C0F0
022A 0E50 0000 0000 C040
022B 000C 0C00 0C00 C040
022C 2280 0000 0030 C040
C1C4 2000 0000 0C30 00C0
01C3 1F60 0003 0000 00C0
01C2 1070 0C00 0030 C0C0
01C1 106C 0000 000E 00CC
01C0 2060 0000 0C30 00C0
01BF 1080 0000 0030 00C0
01BE 1CF0 0003 0000 00C0
01BD 1C50 0000 0C00 00C0
01B6 18C0 0000 0030 00C0
01A3 20C0 0000 0030 0040
01B3 1090 0000 0000 C040
0175 1030 0000 0C00 0040
0170 1750 0000 0000 00C0
0126 13E0 0000 0030 C060
0108 104C 0000 0000 C060
00FF 13EC 0000 0000 0060
00F0 10A0 0000 0000 00C0
00EB 13C0 0000 0C30 00C0
00D2 1130 0000 0030 C060
00D1 1000 0000 0030 0040
00CF 13C0 0000 000C C060
00CB 1130 0003 0000 00C0
00CA 0E30 0000 0030 0040
00C6 1130 0000 0C30 C060
00C5 1230 0000 0000 0040
00C4 1130 0000 0030 C060
00C3 1230 0000 0000 0080
00C0 1130 0000 0000 00C0
00BF 0E30 0000 0030 C040
00B9 1130 0000 000C 00C0
00B5 0E30 0000 0000 0040
00B0 0E30 0000 0C30 0040
0CAC 000C 0000 003C 00C0
00A6 0020 0000 0000 0040
6CA3 0050 0000 0000 0060
0C90 005C 0000 0000 C060
0083 005C 0000 0C30 00C0
0081 0A6C 0000 0000 C040
0075 0050 0000 0030 0060
0073 0A60 0000 0030 0040
0062 0050 0000 0030 00C0
0060 0730 0000 0000 0040
0050 0730 0000 0030 C040
005A 0010 0000 0C30 0040
0040 0050 0000 0000 00C0
004A 107C 0000 0C30 C040
0039 210C 0000 0000 0040
0046 20A0 0000 0000 0040

APPENDIX D. SAMPLE AN/UYK-7 SORT PROGRAM

This appendix provides a copy of a sample program which was used to demonstrate the capability of the D-Machine to function as an AN/UYK-7. The program, written in AN/UYK-7 Machine Language, will read twelve numbers per card, print the numbers, sort the input and print the sorted results. Any number of cards could be read and sorted until the "END" card is encountered. At this point the program would reinitialize memory and be ready to accept the next program. Several of the Loader's macro functions, including the L, W, D and N options, were utilized along with the appropriate formats for the five instruction types. It must be emphasized that when this program was run the ALGOL Machine had been removed and the D-Machine reconfigured through microprogramming to be an AN/UYK-7. The entire output format and program execution were produced by the Loader/Emulator combination with the IOP being used strictly as an Input/Output Channel. Examples of the Loader and Debugger output optional listings for this sample program are presented in Appendix E and F.

```

L 00002      ORIGIN SORT ROUTINE AT LOCATION 0002
D 01001      10
203320001001
110310001002
440310001002
532220000014
523220000003
102320001000
512420000021
320020001000
201320000777
514020000002
101310001002
241310001001
240310001002
330020001000
514020000006
201320001000
530000004040      JUMP TO TITLE ENDING ROUTINE
O 04000      BEGIN TITLE PRINTING ROUTINE AT 04000
071400005000
071400005352
071400005352
070400001022
071400005044
071400005352
071400005110
071400005352
071400005154
070410001002
106320001002
446320005416
531220004060      JUMP TO COMPLETION ROUTINE IF END CARD
071400005352
071400005220
071400005352
071400005352
071410001002
510000000002      JUMP TO BEGINNING OF SORT ROUTINE
O 04040      RETURN HERE FROM SORT ROUTINE AND FINISH TITLES
071400005352
071400005352
071400005264
071400005352
071400005330
071400005352
071400005352
071420001002
071400005352
071400005352
510000004011
O 04060      START COMPLETION ROUTINES HERE
071400005352
071400001002      PRINT END
7706000      TERMINATE PROGRAM AND RESTART EMULATOR

```


W 05000 AN/UYK-7 EMULATION DEMONSTRATION PROGRAM
 W 05022
 W 05044 THIS IS A TEST OF THE AN/UYK-7 EMULATION
 W 05066
 W 05110 USING A MACHINE LANGUAGE PROGRAM
 W 05132
 W 05154 FOR A DEMONSTRATION SORT ROUTINE USING
 W 05176
 W 05220 THE FOLLOWING INPUT NUMBERS:
 W 05242
 W 05264 THE RESULTS OF THIS SORT
 W 05306
 W 05330 ARE AS FOLLOWS:
 W 05352
 W 05374
 W 05416END
 N 04000

123 456 789 987 654 321 023 456 875 888 555 213
 357 652 389 123 583 742 928 654 987 248 965 281
 321 654 987 123 456 789 369 258 147 963 852 741
 END TERMINATE SORT ROUTINE, READY FOR NEXT PROGRAM

APPENDIX E. SAMPLE LOADER OUTPUT LISTING

This appendix provides a copy of the output received from the Loader when the sample program discussed in Appendix D is run. This output is obtained by turning on the IRQ switch on the Loader's Interpreter. The output serves as a hard copy program listing for the programmer and can be utilized for debugging. The address to the left of each instruction is the octal assignment for that instruction, derived from the last "O" or "L" card, and was offset by 1024. The Loader input is terminated by an "N" card which initializes the PAR and signals the Emulator to commence execution.

L 0002	ORIGIN SORT ROUTINE AT LOCATION 0002
0 01001	10
2002	203320001001
2003	110310001002
2004	440310001002
2005	532220000014
2006	523220000003
2007	102320001000
2010	512420000021
2011	320020001000
2012	201320000777
2013	514020000002
2014	101310001002
2015	241310001001
2016	240310001002
2017	330020001000
2020	514020000006
2021	201320001000
2022	530000000040
0 04000	BEGIN TITLE
6000	071400003000
6001	071400003352
6002	071400003352
6003	070420001022
6004	071400003044
6005	071400003352
6006	071400003110
6007	071400003352
6010	071400003154
6011	070410001002
6012	106320001002
6013	446320003416
6014	531220000060
6015	071400003352
6016	071400003220
6017	071400003352
6020	071400003352
6021	071410001002
6022	510000000002
0 04040	RETURN HERE
6040	071400003352
6041	071400003352
6042	071400003264
6043	071400003352
6044	071400003330
6045	071400003352
6046	071400003352
6047	071420001002
6050	071400003352
6051	071400003352
6052	510000000011

JUMP TO TITLE ENDING ROUTINE
JUMP TO TITLE PRINTING ROUTINE AT 04000

JUMP TO COMPLETION ROUTINE IF END CARD

JUMP TO BEGINNING OF SORT ROUTINE
FROM SORT ROUTINE AND FINISH TITLES

N * 00000 AN/UYK-7 EMULATION DEMONSTRATION PROGRAM

THIS IS A TEST OF THE AN/UYK-7 EMULATION
USING A MACHINE LANGUAGE PROGRAM
FOR A DEMONSTRATION SORT ROUTINE USING
THE FOLLOWING INPUT NUMBERS:

123 456 789 907 654 321 023 456 875 000 555 213

THE RESULTS OF THIS SORT
ARE AS FOLLOWS:

023 123 213 321 456 456 555 654 789 875 890 907

THE FOLLOWING INPUT NUMBERS:

357 652 389 123 593 742 920 654 907 240 965 201

THE RESULTS OF THIS SORT
ARE AS FOLLOWS:

123 240 201 337 359 503 652 654 742 920 965 907

THE FOLLOWING INPUT NUMBERS:

321 654 907 123 456 789 359 250 147 963 852 741

THE RESULTS OF THIS SORT
ARE AS FOLLOWS:

123 147 250 321 359 456 654 741 789 852 963 907

END TERMINATE SORT ROUTINE, READY FOR NEXT PROGRAM

APPENDIX F. SAMPLE DEBUGGER OUTPUT LISTING

This appendix provides a sample of the output received from the Loader when it was used as a debugger for the sample program discussed in Appendix D. This output is obtained by turning on the IRQ switch on the Emulator's Interpreter. The switch was not left set for the entire program's execution because the output requires approximately thirty pages. The IRQ switch causes all CMR registers from address 0000 to 0035 to be printed as each instruction is executed. Each time an instruction does a Y-Operand write that address is also dumped. The addresses are printed in the leftmost column and include the following information which can be used during program debugging:

OCTAL ADDRESS	DESCRIPTION
0-7	Task A-Register contents
10	Unused (always = 0)
11-17	Task Index B-Register contents
20-27	Task Base S-Register contents
30	Repeat Instruction (if applicable)
31	Current Instruction being Repeated (if applicable)
32	Current Indirect Control Word (if applicable)
33	Y-Operand for Indirection (if applicable)
34	ICW address in memory (if applicable)
35	Program Address Register

Those addresses marked "if applicable" would normally be zero, but could contain data if either the Repeat mode or

Indirection mode had been used previously in the program. The lower 20 bits of address 0035 (PAR) point to the octal address of the next instruction. The upper 12 bits of the PAR are those ASR bits which were implemented as discussed in Section C of Chapter V. It is noteworthy that the output is an eleven bit octal representation of a 32-bit binary word, thus the leftmost octal digit represents only two bits.

By utilizing this optional listing in combination with the Loader listing, the programmer should be capable of proceeding through his program step by step. This facility proved an invaluable aid in troubleshooting the Emulator as each new instruction was written and tested.

GLOSSARY

Active Status Register (ASR): A special word in the AN/UYK-7 used to indicate the status of special conditions or modes of operation. Each bit of the word has a separate meaning to the central processor.

ADO: The Burrough's Advanced Design Organization, Paoli, Pennsylvania, which designed the Naval Postgraduate School's D-Machine.

A Registers (A1, A2, A3): Each of the three A registers is functionally identical. The A registers are used for temporary data storage within the Logic Unit of the Interpreter and serve as a primary input to the adder.

Adder: The adder in the Logic Unit of the Interpreter, is a modified version of a straightforward carry lookahead adder. It is also used for executing logic operations.

Alternate Microprogram Count Register (AMPCR): The AMPCR is a 12-bit register in the Memory Control Unit of the Interpreter, which contains the jump or return address for program jumps and subroutine returns within a microprogram.

AMPCR: Alternate Microprogram Count Register.

Arithmetic (A) Registers: There are two sets of eight Arithmetic Registers in the AN/UYK-7. They are used extensively in arithmetic calculations and are directly addressable by the programmer.

ASR: The Active Status Word in the AN/UYK-7.

B Register: The B register is the primary interface between the Logic Unit of the Interpreter and the Data/Program Memory or Devices through the Switch Interlock. It also serves as a secondary input to the adder.

Barrel Switch: The barrel switch is a matrix of gates in the Logic Unit of the Interpreter, used to shift a parallel data word any number of places to the left or right in a single clock time.

Base Registers 1 and 2 (BR1, BR2): The Base Registers are two 8-bit registers in the Memory Control Unit of the Interpreter, which usually contain the base address of a 256-word block of Data/Program Memory.

Base (S) Registers: There are two sets of eight Base Registers in the AN/UYK-7 used extensively in multi-programming and multi-processing. Base registers are used for operand address calculations.

BR1 and BR2: Base Registers 1 and 2 in the Interpreter.

Building Block: The term used to describe the primary functional units of the Interpreter Based System and includes: Interpreter, Data/Program Memory and Switch Interlock.

Control Memory Registers (CMR): A block of 89 registers in the AN/UYK-7 used for special fast memory operations.

Condition Register (COND): The COND is a 12-bit register in the Control Unit of the Interpreter and is used to store various condition bits for use during program execution.

Central Processing Unit (CPU): The primary arithmetic and control unit in a conventional computer system.

Condition Select: The condition select is a matrix of gates in the Control Unit of the Interpreter that computes the results of a computation or logic operation in the Logic Unit with a preselected result. The results of the comparison may be used to determine the sequence of execution of microprogram instructions.

Control Unit (CU): The CU, one of the five functional units of the Interpreter, is used for condition testing and the storage and distribution of enable signals received from the nanoinstructions.

Counter (CTR): The CTR is an 8-bit counter in the Z register section of the Memory Control Unit of the Interpreter, used for loop control and other counting functions.

CTR: Counter in the Interpreter.

Data/Program Memory: The Data/Program Memory of the Interpreter, also called S-Memory, provides storage for data and program, and functions similarly to the main memory modules of a conventional computer system.

Emulation: Describes a process through which the hardware components of one machine (Host) are made to "appear" to assume the specific characteristics of the hardware of another machine (target).

End-Around-Shift: A shift operation in either the left or right direction, in which the bit or bits which would be shifted out of the register are reinserted in the more significant end.

End-Off-Shift: A shift operation in either the left or right direction, in which the bit or bits shifted out of the register are lost. Vacated bit positions are automatically replaced by zeros.

Firmware: In the Interpreter Based System, firmware is the combination of stored logic in the micro-memory and the hardware logic of the Interpreter.

GC Bits: A set of two (GC1, GC2) global condition bits in the Interpreter. They are used as lockouts during communications to the I/O processor.

HALFFETCH: A subroutine written for the Emulator, which is executed when a halfword instruction has been decoded.

Horizontal: A type of microprogramming instruction which controls multiple gates simultaneously allowing parallel functions to execute.

Host: A term used in Emulation to define the machine on which another machine is to be emulated (imitated). In this thesis the Burrough's D-Machine.

ICW: Indirect Control Word in the AN/UYK-7.

IFE1CH: A subroutine written for the Emulator, which reads the next instruction from main memory, deciphers the Op-code and passes control to the appropriate Op-code execution subroutine.

Incrementer (INCR): The INCR is in the Memory Control Unit of the Interpreter and increments the address of the next microinstruction to be executed by the Interpreter by zero, one or two, depending on the successor instruction which is either implied or specified. A WAIT causes an increment by zero, a STEP causes an increment by one, and a RETN causes an increment by two.

Indirection: An addressing technique or mode of operation of the AN/UYK-7 in which Y-Operand address calculation points to an Indirect Control Word (ICW) which in turn points to the operand or another ICW. Indirection is determined by the i-field of an instruction.

Indirect Control Word (ICW): The ICW is a 32-bit word in the AN/UYK-7 used in Indirection which can be broken down into several fields. The fields determine the mode of indirect address calculation to be used in pointing to the next ICW or the Y-Operand.

Indexing: An addressing technique wherein the normal address calculated is incremented/decremented (indexed) by the value in the specified index register.

Index (B) Register: There are two sets of seven Index Registers in the AN/UYK-7. They provide the ability to perform Indexing during memory referencing, and may also be used as counters.

INT: An Interrupt signal issued by an Interpreter.

Interpreter: The Interpreter is the basic building block of the Interpreter-Based System. Functionally, it is characterized by the combination of microprogram instructions stored in its M memory and the combination of bits in its nanoinstruction which enable signals to implement the hardware logic.

Interpreter-Based System: A computer design concept that provides, in the form of basic building blocks, the throughput and flexibility for a variety of data processing requirements.

Interrupt: In the AN/UYK-7, the Interrupt signals the central processor to cease its normal instruction flow and respond to a request for services. In the D-Machine, Interrupt (INT) is a flag which may be set between processors signalling that a message has been placed in the Mailbox.

Least Significant Bit (LSB): For a number or value represented in binary notation, that bit position which represents the least significant portion of the number.

LIT: Literal Register in the Interpreter.

Literal Register (LIT): An 8-bit register in the Z section of the Memory Control Unit of the Interpreter, which is used for temporary storage of literals from microinstructions.

Logic Unit (LU): The LU is one of the five major functional units of the Interpreter. It performs all of the arithmetic, Boolean logic, and shifting operations of the Interpreter.

Mailbox: An address (64K) in the Interpreter's S-Memory which is used for passing messages between Interpreters and the IOP.

MAR: Memory Address Register in the Interpreter.

Memory Address Register (MAR): The MAR is an 8-bit register in the Memory Control Unit of the Interpreter, which contains the least significant 8 bits of a memory or device address.

Memory Control Unit (MCU): The MCU is one of the five major functional units of the Interpreter. It controls the sequence of execution for microinstructions; the addressing of Data/Program Memory; and the selection of devices.

Memory Information Register (MIR): The MIR is a register in the Logic Unit of the Interpreter which serves as the output interface register between the Interpreter and the Switch Interlock.

Microprogram Address Control Register (MPAD CNTL): The MPAD CNTL, a register in the Memory Control Unit of the Interpreter - controls the loading of the MPCR and the AMPCR, and determines the value of the increment.

Microprogram Count Register (MPCR): The MPCR, located in the Memory Control Unit of the Interpreter, is a 12-bit register that usually contains the address, in M-memory, of the microinstruction presently being executed by the Interpreter.

Microprogram Memory (M-Memory): The M-Memory is one of the five major functional units of the Interpreter. It stores microinstructions which characterize the Interpreter for a given application, and may be implemented as a read/write semiconductor memory.

Microprogramming: A technique for implementing the control functions of a digital computer using programmable control signals in a separate memory called a control store, which is organized on a word basis.

MIR: Memory Information Register in the Interpreter.

Monoprogramming: A general computer operating environment in which one program at a time is executed.

Most Significant Bit (MSB): For a number or value represented in binary notation, that bit position which represents the most significant portion of the number, or the sign of the number.

MPCR: The Microprogram Count Register in the Interpreter.

Multiprogramming: A general computer operating environment in which more than one program at a time is executed with each given a fixed time slice.

Multiprocessing: A general computer operating environment in which two or more central processors execute simultaneously, and share resources; such as, memory and I/O devices.

Multiprocessor: A network of computers capable of simultaneously executing two or more programs or sequences of instructions by means of multiprogramming, parallel processing or both.

Nanoinstruction: A single instruction stored in N-Memory of the Interpreter, the contents of which constitute 56 unique signals for controlling hardware logic of the Interpreter.

Nanomemory (N-Memory): The N-Memory, one of the five functional units of the Interpreter, stores 56 specific enable signals for the hardware logic within the Logic Unit, Control Unit, and Memory Control Unit.

Page: A grouping of addresses of fixed length. In the Emulator the AN/UYK-7 memory was treated as eight pages of 8K each.

PAR: Program Address Register in the AN/UYK-7.

Program Address Register (PAR): A register in the AN/UYK-7 which holds the address of the next instruction to be accessed.

Port Select Unit (PSU): The PSU provides control and the electrical interface between a single Interpreter and its Devices and Data/Program Memory.

Shift Amount Register (SAR): The SAR is a 6-bit register in the Control Unit of the Interpreter and is used to store the number of positions a word or literal is to be shifted by the barrel switch.

Switch Interlock (SWI): The SWI provides the interconnection between Interpreters, Data/Program Memory, and Devices of an Interpreter Based System. Its function is to permit any one of a multiplicity of Interpreters to access all modules of an array of Data/Program Memory and/or all Devices.

Target: A term used in Emulation to define a machine to be emulated (imitated). In this thesis, the AN/UYK-7.

TRANSLANG: A computer programming language designed to convert pseudo-English language statements defining the action of the Interpreter for each machine cycle into binary patterns for the M-Memories.

Vertical: A microprogramming instruction which controls those gates needed for a single function execution.

Z Register Section: A collection of registers and selection gates in the Memory Control Unit of the Interpreter, which includes the CTR, LIT, and Input Selection gates used to control the execution sequence of microinstructions.

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